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"It's time to kick arse and chew gum, and we're all outta gum!"

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Duke The Competition 38

After an eternity, the baddest arsed mutha in gaming finally makes his PlayStation debut, bringing death, destruction and semi-clad ladies. Oh yeah.



Happy Birthday To Us 18

Yes it's hard to believe that TOTAL PLAYSTATION has been around for two years, and in those mere 730 days many changes have befallen the world of the PlayStation and this very magazine. So pull up a chair as we look back over the life of the best PSX mag in the world... probably.

"An amazing, awesome, pumping powerhouse of a magazine"

dog's

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TOTAL PLAYSTATION

LET'S GO TO THE PUB

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mr animal
mr editor
mr news
nice guy ian
mr design
mr animal
mr editor
mr news



From Beyond the Grave

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At last, a member of the undead that isn't solely interested in biting large lumps out of the average living bloke... hmmm interesting?



Touch a Sore Spot

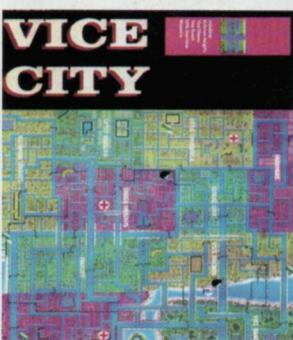
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Rock and Roll Racing returns, in the 3D polygon form of *Red Asphalt* – and this time our options are unanimous.

Crime, Together We'll Play It

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Tired of being a nice guy? Of course you are, so get out there and cause some real mischief with our Extended Play of BMG's crimeathon *GTA*.



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If pointing and clicking is your thing than this is the sequel tailor-made for you.



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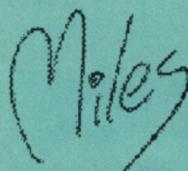
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news

WORDS FROM THE WISE

TOTAL PLAYSTATION has a new man on the staff this month. The former Games Animal himself, Dave Perry has joined our ever-growing, ever-improving team to help maintain the standards which have made the new-look TOTAL PLAYSTATION a runaway success.

At this point I would normally start going on about how cool everything is and how things have never looked rosier for our beloved console, but not this time. Not that anything's changed on that score – far from it, but I'm still grumpy. Why? After all, sales are up to an unprecedented high. In fact if things continue the way they are we'll soon be the biggest selling unofficial PlayStation mag in Britain by some margin! You'd have thought, given the circumstances, I'd be jumping about and full of seasonal joy. But no, I want to hear from you, your comments, what you'd like to see improved or added. This is your magazine and if we're to make it the best money can buy we need input from you the reader. So come on – put pen to paper and get writing. You never know, I might just cheer up in time for Christmas!



LIGHTNING STRIKES TWICE

First we witnessed the unprecedented success of Psygnosis' original *Formula 0* outing, which instantly became one of the highest selling PlayStation games of all time, breaking all previous records over its first weekend on general release. Then with massive expectations for both critical acclaim and receipts, the follow-up *Formula One '97* was launched, with phenomenal success following close behind, as it eclipsed its predecessor's initial sales, topping the 40,000 mark in a single day and bringing in over two million pounds in gross retail value. Amazingly the sequel amassed more opening receipts than such blockbuster movies as *Lost World* and the summer smash, *Men In Black*!

Yet as Psygnosis prepared to shower themselves in expensive champagne, *F1 '97*'s pole position has run into problems – not of the programming variety, but something much scarier. Legal proceedings have begun instigated by the Formula One Administration Limited, the FOA, the motorsport governing body, Federation Internationale de l'Auto (FIA) and the official merchandising licence holders, Giss. Problems have arisen concerning a licensing dispute, entailing

Once more the videoprinter crackles into life and the TP news hounds are off on their endless quest for truth...



negotiations with the F1 governing body, production of the sequel went ahead, with Psygnosis believing that a deal had been struck and contractual agreements were therefore nearing conclusion.

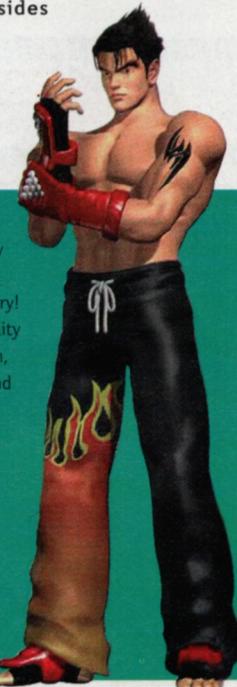
Production was finalised and with the game nearing its publicised release date, *F1 '97* was shipped out across the UK and areas of Europe to many welcoming arms. Now the FOA claim that the rights were not granted, and are currently seeking a High Court injunction to have the game removed from the nation's shelves. The original version of the game has been withdrawn and a new version released in its place to avoid any further problems.

The outcome of such legal proceedings have in the past resulted in out-of-court

outcome may have an effect on the prospect of any further endorsed formula one titles from the Psygnosis stable.

An initial hearing has been set for October 17th – news of any future developments soon.

...STOP PRESS...STOP PRESS...
At the time of going to press we received news from a source at Psygnosis that the legalities have ceased with an agreement found suiting both sides



TEKKEN 3 CONFIRMED, FINALLY!

The shroud of mystery that has blanketed the proposed conversion of Namco's mighty beat-'em-up heavyweight, *Tekken 3*, has at last been lifted. The previous suspicious lack of any form of PlayStation code or official announcements concerning the progress of the conversion lead to a number of rumours relating to the shelving of the game, which centred on the PlayStation's alleged inability to reproduce the game in an expectable arcade form, due to the increased power of *Tekken 3*'s arcade hardware. The PlayStation beat-'em-up world sank to its knees, their faces buried in their hands as the bitter tears began... but all is not lost, so get up off the floor and dry those eyes!

Tekken 3 has now been confirmed by an official source at Namco's PSX development team in Japan. Amongst their heart-warming words was a large bonus: the problematic elements of the arcade game, which were thought to be unobtainable in a PlayStation version, are the very impressive scaling 3D backgrounds. These arenas were considered to be the most

likely casualties during the PSX coding process, but we now know that the backgrounds will be translated in all their 3D glory! This news increases the possibility of Namco obtaining, once again, an arcade perfect conversion and has also inspired rumours concerning a newly discovered programming technique.

With no mention of a proposed memory add-on or, sadly, a release date, we can only sit and wait, revelling in the first positive news of the most anticipated release of next year.

SHE'S ALL MINE

Pop quiz: you have Lara Croft in your sweaty grasp, she belongs solely to you. What would you do? What would you do? Bearing in mind that this is a family magazine, it's probably best that you don't answer that question, as we can already guess the answer! But is this idea mere fantasy, or could Joe Average really lay claim to Lara? Well if ToyBiz Inc, a subsidiary of Marvel Entertainment, manage to purchase the rights from Eidos, the answer will soon be 'yes.' But before you start working yourself into a testosterone fuelled frenzy, we must point out that Lara Croft will not be in the flesh but will take the shapely form of a poseable action figure, d'oh! With her

monumental success heralding the arrival of her second outing, the stunning *Tomb Raider II*, interest in Miss Croft appears to be as strong as ever, so expect to see her miniature statuesque form gracing the trouser pockets of young boys across the land by Christmas.

The company are also currently in negotiations of software giants Capcom to obtain the rights of the cast of *Resident Evil*, for a proposed line of action figures. In all honesty, what would you rather play with - Lara or some flesh chomping, decomposing, undead spawn of Hell?



Note: This is our artist impression of how the Lara Croft action figure could look. [If your kid sister gets hold of it!]

NOW THAT'S GOOD VALUE

From the 17th October 1997, all new PlayStations available on the retail market will be priced at the super duper value for money sum of £129.99, with the addition of a second controller and a memory card. Considering the combined price tag of the added extras, totals £32.98, Sony has beaten the £100 price mark, giving a clear indication of the PlayStation's massive success in its relatively short lifespan. With the backing of Sony's £15 million Christmas advertising incentive, the PlayStation re-launch will be ill-received in the Nintendo camp - which is a further bonus.



TO MAKE OR NOT?

The future of a PlayStation incarnation of ID's classic reinvention of the *Doom* inspired shooter genre, *Quake*, seems rather unsure. Since being announced at the PlayStation's UK launch the game has been plagued with problems. In spite of confirmation of both a Saturn and N64 version, the PlayStation appears to have been bypassed almost completely, with the only reasons given for this being almost unfathomable. Firstly, the Saturn development team were quoted as suggesting that the PlayStation lacks the processing power to handle the game's complex polygon generation and texture mapping. Surely, if this were the case, a Saturn version would be just as impossible, when the PlayStation's far greater 3D capabilities are considered? A further

twist came when a contact at Activision confirmed to us that the PlayStation conversion had been dropped from their release schedule and lost in development limbo for ever. We were obviously upset at this, but gradually came to terms with the fact that *Quake* would never make the realms of our treasure little grey box and thus turned our attentions elsewhere - *Duke Nukem*! Then, as the dust was settling on *Quake*'s unmarked PSX grave, the announcement came that *Quake* and its legions of Hell were poised to be launched on the PlayStation in the second quarter of 1998, from the *Nukem* developer's Aardvark! With all the confusion and is-it-or-isn't-it twists and turns, we'll believe it when we see it.



COMING TO A PLAYSTATION NEAR YOU...

A quick run down of the proposed release dates of the PlayStation's big titles. Warning! These dates may be subject to some slippage.

Actua Ice Hockey:	November
Air Race:	December
Batman & Robin:	November
Bubble Bobble 2:	November
Buggy:	January
Bust A Move 3:	January
Castlevania:	November
Constructor:	November
Croc:	October
Deathtrap Dungeon:	November
Discworld 2:	November
Dredd:	December
Duke Nukem:	November
Power F1:	January
Fighting Force:	November
Final Fantasy 7:	December
Jersey Devil:	November
Madden 98:	November
MDK:	November
Mortal Kombat	
Mythologies:	December
Motor Mash:	November
Rapid Racer:	October
Rosco McQueen:	November
Time Crisis:	November
TOCA Touring Cars:	November
Tomb Raider 2:	November
Total Drivin':	November
Wargods:	November
X-MEN: COTA:	January

THE TOP 10

1. Croc
2. G-Police
3. U-Rally
4. Abe's Oddysee
5. Nuclear Strike
6. Int Track & Field
7. Tekken 2
8. Worms
9. Crash
10. Rayman



Jack the Hack

Jack the Hack
The Internet, as per usual, is chock-a-block with crazy rumours concerning happenings, new releases and events surrounding the weird and sometimes scary world that is the Sony PlayStation. Fear not, as we at **TOTAL PLAYSTATION** have employed the journalistic talents of one Mr Jack the Hack to bring you all the interesting and plain stupid gossip that the information highway can throw at us. We couldn't confirm that there's even a shred of truth in any of Jack's rantings – and in some cases let's hope that there isn't.

After making a mint in the US box office and across the globe, Jackie Chan's big budget fourth entry to his long running Police Story series, *First Strike*, is rumoured to have been targeted by an unnamed US software house. Nothing has been confirmed but James insisted that I include this, so blame him!



JACKIE CHAN'S FIRST STRIKE

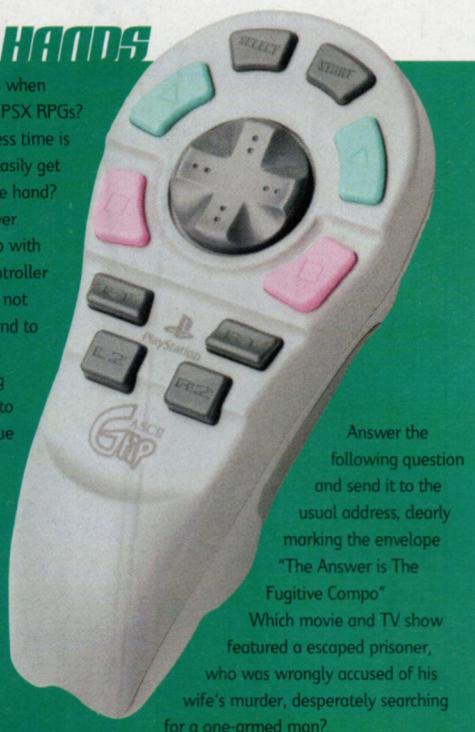
On the subject of movie licences, the world's favourite bloke in a stupid rubber monster suit (Godzilla) is poised to stomp the PlayStation into dust – but alas, not in his normal cheap guise. The game will be based on the all new, mega-budgeted Hollywood pic, so expect some motion captured CGI rendered goodies very soon. With the movie currently in production and its release pencilled in for summer 1998, expect the game to be released around the same time.

No good vibrations for the UK market as Sony have announced that the use of the force feed back facility on the Japanese analog pad, was dropped due to legal reasons, and its further use in any third party joypads has been expressly forbidden.

LOOK NO HANDS

Tired of using both hands when playing all your favourite PSX RPGs? Do you agree that needless time is wasted when you could easily get by with the use of a single hand? Well ASCII have the answer allowing you to get a grip with their new single hand controller – the Grip. This invention not only allows you a free hand to do such everyday tasks as baking a cake or chopping wood, but also promises to cut down on thumb fatigue and wrist ache.

A perfect addition to any RPG fan's collection, they are currently available at the very reasonable price of £24.99 – or for free in you are lucky enough to win one in our give away compo!



Answer the following question and send it to the usual address, clearly marking the envelope "The Answer is The Fugitive Compo" Which movie and TV show featured a escaped prisoner, who was wrongly accused of his wife's murder, desperately searching for a one-armed man?

PSX BABIES LITERALLY

TOTAL PLAYSTATION's favourite non-Simpsons cartoon characters, the freakishly cute *Rugrats*, have begun their journey from the play pen to the PlayStation. Developed by N-Space and being released by T-HQ, Nickelodeon's mischievous infants are appearing in a rather bizarre guise – instead of



the title taking shape in the expected platform mode, it will be a first person, baby's eye view adventure! *Doom* with toddlers – what on earth? I suggest that you give the real thing a whirl, as *Rugrats* airs daily on the Nickelodeon satellite channel and is well worth a look!

SONY STRESS RELIEF

It's the last night before your final exams, you have enough Pro Plus in your blood stream to stop a cart horse, the stress is bubbling up toward your brain, and all you want to do is relax. What do you choose – Yoga perhaps? A long hot bath maybe? Or if you are lucky enough to be pursuing your path of knowledge at one of the 120 Student PlayStation Network universities, you could dip down to the student union and have a crack on *PaRappa*!

Sony have struck a partnership with NUS Ent's to furnish universities and colleges across the country with PlayStations and a number of games. The scheme has been introduced to help publicise PlayStation products amongst the students and also to become part of their media studies syllabus, targeting advertising and journalism courses in particular. Is there no end to the PlayStation's many talents?

NEXT ISSUE

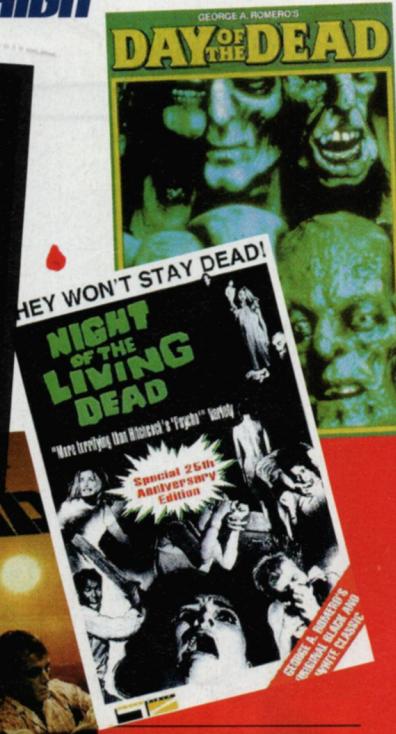
Would you like a personalised gift from Jo Guest? Stay Tuned.



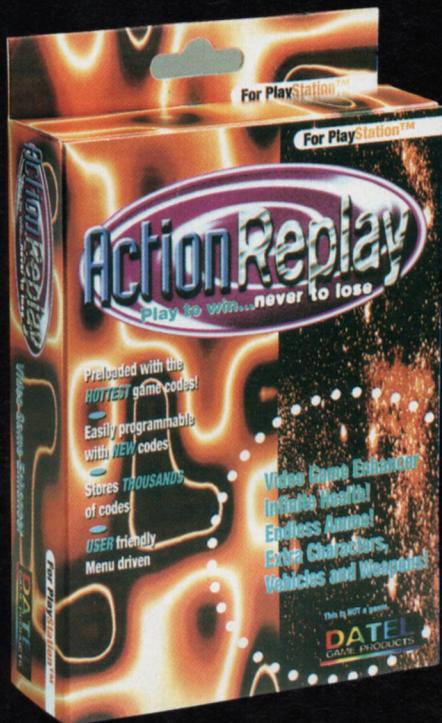
NIGHT OF THE LIVING AD CAMPAIGN

Horror maestro, George Romero, has returned to the zombie movie genre after an all too long absence since the third and allegedly final part of his *Dead* trilogy, *Day of the Dead*. His trademark brand of flesh chomping undead are returning to life once more, in Capcom's TV commercials to publicise the release of the ferociously anticipated *Resident Evil 2*. Romero was the obvious choice for leading the project, as his groundbreaking, and relentlessly disturbing *Night of the Living Dead* had an immeasurable impact on the zombie movie sub genre, and also provided the original *Resident Evil* with its inspiration. Sadly the commercial is being produced by Capcom of Japan, and will only be aired on Japanese TV networks – and with gory George involvement that's most likely where they'll remain. Keep watching the Internet!

Romero's Living Dead Trilogy are available to buy from all good retail stockists, and are a recommended addition to any self respecting horror fan's Xmas list. Beware – they will be the cause of many a sleepless night!



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TEST DRIVE TECHNO FUNKSTERS

Namco are looking to expand the PlayStation marketplace by encouraging the over-sixties to reach for a joystick! To achieve this baffling goal, the PlayStation's premiere developers are investing in promotion of a popular racket sport played by the senior citizens, with the possibility of PSX tie-ins.

It's been a while but we can now do the time warp yet again. Crystal Maze presenter and top bald bloke, Richard O'Brien's cult musical, movie, book and T-Shirt epic "The Rocky Horror Picture Show" is currently in development. The camp proceedings are to be played via a point and click type game engine, allowing the player to play as one of the two central leads, Brad or Janet, as they explore the bizarre mansion home of the very odd Dr Frankfurter. O'Brien and Hammer Horror favourite Christopher Lee have been signed to perform in the movie segments, the rest of the casting and whether or not the game will retain the musical numbers has yet to be announced. So, it's just a jump to the left and then, well you get the point!



Respected movie director John Carpenter has been linked with Psygnosis' update of the classic C64 shooter, *Sentinel*, the aptly titled *Sentinel 2*. After penning the musical score for several hit movies, his haunting blend of early minimalist techno has caught the attention of the game's design team, leading them to approach Carpenter to provide the score for the game. We'll believe that when we see it, or should that be hear it!

That's all for this month, so until next time... Keep your ear to the ground and your nose clean, cheers.

Jack.

Purveyors of all that is cool in the increasingly stagnant dance music genre, Orbital have been signed to produce the soundtrack of Electronic Arts' upcoming racing romp, *Test Drive 4*. Having graced both of Psygnosis' *Wipeout* titles with their

fusion of techno, house and anything else that takes their fancy, Orbital are finally receiving the mainstream success that thus far has criminally eluded them. It has yet to be announced if the soundtrack will be compiled of original tunes or will be a

mixture of already released work, but either way the choice of the duo's unique and instantly appealing sound will enhance an already impressive game tenfold. Remember, if you see your mother this weekend be sure and tell her... *Test Drive*, *Test Drive*, *Test Drive*! It doesn't really have the same ring to it, does it?

BOMBERMAN WORLD



It's taken the little fella over two years to reach us, but Bomberman and his TNT tossing buddies are going to make their PlayStation debut in Hudson's *Bomberman World*. Bomberman made his first 32-Bit appearance in the massively disappointing *Satum* incarnation, which exploited the last few remaining drops of gameplay from the game's basic maze-based premise. Since the title had obviously, over time, lost a great deal of both its marketability and popularity, Hudson have now adopted a fresh style of gameplay, yet one that retains the playability of the original intact. The new title also address the main flaw of all of its successors: *Bomberman World*'s single

player game, equals the multiplayer mode.

Bomberman World is based around the further adventures of Bomberman and his encounters with his arch foes, the Dark Force Bombers. After being captured and placed within a floating crystal prison, this evil fraction of the Bomberman tribe have now broken free, smashing the crystal and sending shards across Bomberland. Free from their shackles, the Dark Force wreak a reign of terror - the only one capable of ending their destructive attack is Bomberman.

Gameplay spans five themed planets - Earth, Wind, Fire, Water and Dark - which are viewed from an isometric 3D



TV GAMING

It's a Saturday afternoon, you settle back to watch your fave footie team slaughter their main rivals and gain their rightful place at the top of the premiership.

On the other hand you could always settle back in your arm chair for an afternoon of World Class *Tekken 2* - you wot? PGL (Professional Gaming League) begins its assault on mainstream sporting TV broadcasts.

Yep that's right, coming very soon to a TV near you will be televised video gaming tournaments, with full commentary and big name sponsorship - well, in the US anyway and let's hope it stays over there!



perspective. Each of these planets is built up from a maze-like structure, which Bomberman must explore in search of pieces of the crystal to rebuild a prison and save his world. All his bomb throwing skills and a handful of new platform abilities will be called upon to help the little fella avoid various traps, baddies and of course the Dark Forces themselves.

The now expected multiplayer mode has been further enhanced to feature new style arenas, with varying heights and interconnected platforms and four player gameplay via a multi-tap. *Bomberland* - no longer just a game of one half - may at last give the lone bomber brigade something worth exploding over.

WHEN DINOSAURS RULED THE EARTH

TOTAL PLAYSTATION takes a look way back in time, to examine some of those golden games of yesterday that still influence the development of software today.

The title in question provided inspiration not only for such 3D platform adventure as this month's *Tomb Raider II* and *Jersey Devil*, but for the development of the whole basis of the platform genre. Yes, we're talking about bedroom programmer Matthew Smith's

Manic Miner on the Spectrum and its equally groundbreaking sequel, *Jet Set Willie*. The latter incorporated vast levels spanning a number of screens and broke all the usual confines of single screen gameplay.

The plot was based upon the title character, Willie, and his attempts to clean up his rather untidy mansion after a wild party. Introducing the now familiar concepts of moving platforms, rope

swings, morphing characters and secret areas, *Jet Set Willie* was a true original. Sadly the basic graphics have suffered at the hands of time, but the solid gameplay makes this seminal creation well worthy of tracking down. *Jet Set Willie* is truly one of the most influential pieces of software from the early days of gaming whose name will be heard echoing around the hall of software fame for all time.

RE BOOT BOOTED

After teasing us with a number of screenshots and pre-production artwork – but alas no sign of any form of playable code – Electronic Arts have sadly announced that their visually stunning 3D adventure, *Re Boot*, has been delayed until early next year. Taking its influences from the amazing, but headache inducing, computer generated cartoon series of the same name, *Re Boot*'s fast-paced action takes place around a 3D blend of racing and blasting. Little has been released regarding the specifics of the gameplay and structure but what is known is that the game has been fully endorsed by the cartoon show's makers. Their input has helped create the game's stunning engine, which is currently looking very close to its origins. Be sure to tune in next week for the conclusion of the mystery of *Re Boot*'s proposed PlayStation adventure.



EIDOS LOVES SONY

The already prosperous relationship between Sony and one of the PlayStation's premier developers, Eidos, is about to become even stronger. A further agreement has been signed, adding to the existing arrangement that current and future installments of the *Tomb Raider* saga will be PlayStation-only console releases. The newly drafted contract now promises fully exclusive PSX rights to two of Eidos' most impressive pending releases: the next generation retelling of the scrolling beat-'em-up, *Fighting Force*, and the leather clad warrior women of the 3D RPG inspired *Deathtrap Dungeon* are ours and ours alone. With more titles waiting in the wings, the union between these two companies will surely bear more fruit in the future.

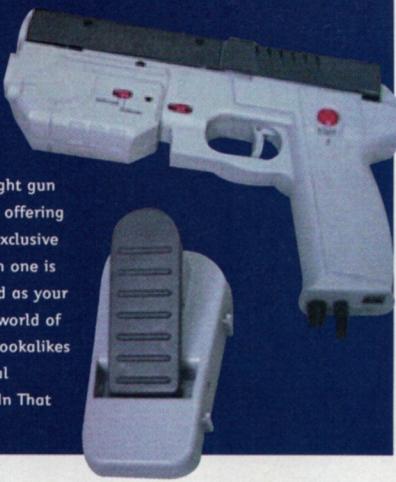


WIN THE BEST LIGHT GUN IN THE WORLD, PROBABLY

The definitive light gun based blaster has hit the PlayStation in the shape of Namco's *Time Crisis*, yet sadly the G-Con 45 gun packaged with the game was a minor disappointment. The G-Con lacked the weight and kick-back action, and most importantly, the duck pedal of its arcade counterpart, disappointing the arcade purists.

Joy Tech have addressed these flaws with their superb Real Arcade Light Gun package, featuring a footpad, kick-back and full compatibility with every PlayStation light gun game – something the Namco version did not offer – without any losses to accuracy. Priced at £44.99 at all good stockists, this is quite simply the only light gun you will ever need!

Joy Tech are offering three lucky winners the chance to experience light gun games as they should be played, by offering three Real Arcade Light Guns in a exclusive give away. All you have to do to win one is send in a picture of yourself dressed as your favourite gun toting hero from the world of PlayStation. Pictures of Lara Croft lookalikes are welcome. All entries to the usual address, clearly marked: 'That's Me In That Piccy Compo.' Good luck!



HOT SLOTS JURASSIC PARK - THE LOST WORLD

Our monthly glance at the coin hungry arcade industry, is rapidly becoming Sega's Hot Slots column, with this month's recommended complete waste of money being Sega's stunning *Lost World* tie-in. Further proving their almost complete dominance of the arcade world (well, at least for the moment) this two player light gun blaster has to be regarded as the benchmark of the popular genre. It features a simply lavish graphical engine, which pushes the AM2 Model 3 board to its limits and produces

dinosaur effects that Spielberg would be proud of.

Fans of the movies may argue that the use of a light gun game engine will greatly impose limitations upon the game's scope and its reproduction of its movie counterpart. We think its constant waves of attacking creatures, movie perfect sonics, well paced movement and progression which never once allows the player to catch their breath, makes *Lost World* a must play.



Publisher: Sega
Price: £1 a go

Strange But True Column

For the first story in this month's Strange But Oh-So-Worryingly True column, LucasArts are currently embarking on early pre-production concept drafts for their next batch of Star Wars licences. These are not based upon the new trilogy of movies, which are due for release sometime during the fourth quarter of 1999. On a very positive note, it is as yet undecided whether these games will appear on the current PlayStation platform or the mysterious PSX2, fuelling rumours of the possibility of already completed development stations.



Duke Nukem action figures are now available for your leg bending pleasure, umm... what else can we say?

Following the very enjoyable *Street Fighter* anime and the god awful *Mortal Kombat* animated movie, comes a cartoon version of the King of beat-'em-ups *Tekken*. Produced in co-operation with both Sony Music of Japan and Namco, the movie is set for release at the end of the year in Japan and across the rest of the world sometime in the first quarter.



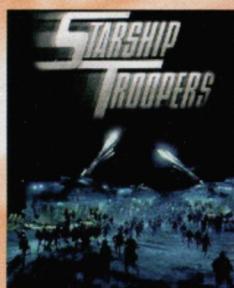
With a sequel already in the works, Sony are holding high hopes for the movie's success – we suggest that you wait six months and then check out the video shelves!

So until next time, keep watching the skies. No matter how strange things get, just remember – what have you got to do? That's right, you gotta believe!



Interzone Tripping

STARSHIP TROOPERS



Title: Starship Troopers

Publisher: Tri Star

Genre: Sci-Fi Horror

Starship Troopers not only marks the revival of the simplistic, but highly enjoyable, bug hunt pictures of the late 1950s and early 1960s, but also the return to form for director Paul Verhoeven. Seemingly unhappy making movies outside the realms of fantasy – check out the awful nudeathon Showgirls for further details – Troopers allows his talent for the bizarre to shine through.

Based upon the relatively obscure Robert Heinlein novel, Troopers' plot follows the paper thin human race at the brink of destruction at the hands, or in this case the pinchers, of a rather unpleasant alien race. The lines of battle have been drawn on a remote planet, with the survival of the humans placed in the hands of a lone troop of futuristic space marines who appear to have been

inspired by the second installment in the Alien series. Well, that's the plot out of the way – what little there is – and it's time to bring on the monsters.

Sadly this movie falls for the same failings as Verhoeven's previous works, only truly coming to life during its many – and very well executed – action sequences, with the narrative and characterisation coming a poor second. Wonderfully over-acted by a cast of unknowns, (with the exception of Michael 'I'm in everything' Ironside in rare heroic role), the vast percentage of the movie's \$80 million plus budget has gone into bringing the alien insect-like creatures to reality. The optical effects cannot be faulted, utilising animatronics and CGI effects perfectly and making one wonder how movies were ever made before the use of computer generated effects. The

James Gale embarks on a journey outside the realm of the PlayStation into a world of many other forms of entertainment: movies, videos and any other crap that happens to catch his inquisitive gaze! Open your eyes and thus your minds, read on...

scenes showing the advancing alien armies engaging their human foes are particularly memorable, seamlessly fusing actor and CGI counterpart.

As with his previous sci-fi epic, RoboCop, the on screen violence, which is at times admittedly extreme, never strays into gratuitous levels opting for a more comic book over-the-top style, which is in all honesty strangely humorous. I would like to hope that the continuing elements of dark humour were intentional, but if not they are a welcome accident.

Starship Troopers will face a great deal of more bankable competition at the time of its release, but it is equally worthy of mention – an overblown, exciting, gross and watchable example of mega-budget B-Movie style thrills that makes no attempt to be anything more.

BIG SCREEN

GET YOUR HACKERS OUT!

Hackers Competition • Hackers Competition • Hackers Competition • Hackers Competition • Hackers Competition
Tain Softley's impressive techno thriller Hackers is now available to buy at all good video stockists at a mere snip of only £9.99. This fast-paced tale of computer hacking, dance music (and the stunning Angelina Jolie) is a worth addition to anyone's video collection. Unless of course you could possibly lay your hands on a copy by some other means...

Which leads us conveniently on to our competition. Not only have we five copies of the movies up for grabs, but also five soundtrack CDs, containing top tunes from such top dance artists as The Prodigy and Orbital, and five mouse mats to be used when you next decide to hack into your local branch of high street bank

no doubt. All you have to do to win these Hackers goodies is answer the following question:

The very lovely star of Hackers, Angelina Jolie has recently appeared in which band's latest promo video?

Now pop it in the post to the following address:

Techno Stomping, Large For It Comp!
TOTAL PLAYSTATION, Rapide Publishing, 1 Roman Court
48 New North Road,
Exeter EX4 4EP

TO WIN!

NUTTY PROFESSOR

Title: Nutty Professor • Publisher: UIP • Genre: Comedy

Nick starting Eddie Murphy's failing career, the remake of the tooth-grindingly annoying Jerry Lewis body swap comedy is one of the funniest movies for some time. Murphy plays the two central characters (amongst others): the obese genetic scientist Sherman Klump, who creates a dramatic weight loss formula bringing forth the hormone driven Buddy Love alter ego. Much misadventure entails, with the highlight being the hilarious dinner scene with Murphy playing various members of the Klump clan.

The humour and the expected barrage of fat jokes are a little on the predictable side, but do work as a perfect showcase for Murphy's obvious talent. A movie with much broad appeal and not without a certain sickly sweet charm – in the words of James Brown, you'll feel good!



TO BUY

FULL CONTACT

Title: Full Contact • Publisher: Made in Hong Kong • Genre: Insane Action

Following only minor waves in Hollywood and unwisely and ironically following the same route as John Woo helming a standard Van Damme vehicle, Maximum Risk left Hong Kong director Ringo Lam little scope for his trademark hard-edged visual style. So with great glee the UK can finally experience Lam at his best with the harsh, and at times brutal, Full Contact. Lam and Woo were both responsible for the reinvention of the HK action movie in the late 1980s, with their influences being obvious in the work of a number of US directors, most notably Tarantino.

The plot is a modern day retelling of the basic 'betrayal and ultimate retribution' theme of countless kung-fu epics, calling upon the use of gun play in the place of martial arts. Woo regular, Chow Yun Fat puts aside his supercool persona in favour of a gritty hardened criminal

seeking revenge against his former boss after being shot and left for dead after a successful bank raid. The gunplay found here lacks the cartoon style of Woo, and is portrayed in an almost low key manner until the final climax showdown where Lam lets loose a hail of CGI bullet points of view shots and kinetic camera work, creating a battle equaling that of any Woo pic.

Full Contact will not be to all tastes, and its downbeat tone combined with an unpleasant, and frankly surreal, cast will again limit its audience, but for those wanting a change from the repetitive action fodder, look no further.

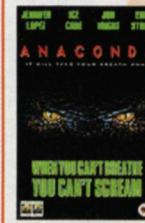
BIG SCREEN

ANACONDA

Title: Anaconda • Publisher: TriStar • Genre: Big Snake Related Thriller

Asurprise box office hit of last summer, Anaconda slivers its way onto the video shelves. The wafer thin plot about documentary film makers plagued by encounters with some very large CGI generated snakes is instantly forgettable, serving to do little more than link the many reptile attacks. The cast, who should have known

better, ham it up nicely with Jon Voight's performance being completely over the top. The snake effects are suitably nasty and the tension levels build nicely – if a little diluted by an awful script – towards the satisfying climax. A great Friday night movie, and worth the rental fee to spend 90 minutes in the company of the lovely Jennifer Lopez in a constantly wet t-shirt!

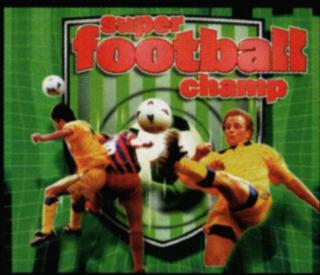


TO RENT

For once, men will be interested in four play



super football champ



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- Up to four players can compete at once!
- Unique arcade look and feel, direct conversion of the successful coin-op
- Easy to pick up - impossible to put down
- Re-create your own personal world cup with 30 international teams
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- Friendly, tournament or league play
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RRP £39.99
Available from October



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Premiere

TOTAL PLAYSTATION brings you a first look at some of the up and coming games that will be passing a seductive look in your direction over the coming months



AT A GLANCE

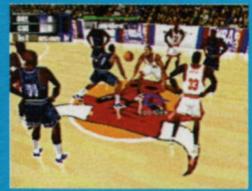
Title: Cool Boarders 2 • **Publisher:** Sony

After the disappointing original, Uep System return to the world of snowboarding with their sequel, *Cool Boarders 2*. Although its gameplay remains within the confines of racing, the list of improvements and updates does sound extremely promising. *CB2* features 16 new tracks, downhill racing with a full grid of competitors, 18 selectable boards, seven boarders (in a range of unpleasant outfits, as before) and a half pipe section to allow the player to practice and improve their trick pulling skills.



Title: NBA Fastbreak • **Publisher:** Midway

The massive success of Midway's original arcade basketball outing, the influential *NBA Jam*, has since been almost completely worn away by a succession of poor quality sequels and spin offs. Never fear, for Midway are now once more returning to the court. Gameplay is based on an equal amount of *Jam*'s tongue-in-cheek style and a straight forward sim, offering five player action and complete access to all 29 official NBA teams and their motion captured players. It has yet to be confirmed that the over the top dunks of *Jam* will be making a 3D polygon appearance but Midway are certainly promising a new twist on the b-ball sim.



UP & COMING

Title: Dead Or Alive

Publisher: Temco

With the continuing barrage of purely average 3D beat-'em-ups still expanding the PlayStation's software library, some enterprising developers have thankfully realised the limitations of the genre, and are trying various new angles to grab the average gamer's attention. In the past months we have seen miniature pugilists and the world's most famous 2D fighters *SF2*'s Ryu and his buddies enter the third dimension, but the most blatant attention grabber is very present in Temco's *Dead Or Alive*. What better way is there to gain notoriety than to place very large, and not to mention very pleasant, pairs of female breasts in your game? Yep, all the female members of the eight strong fighting crew have been perfectly motion captured in all their aspects! *Dead or Alive* promises to be the PSX's answer to *Virtua Fighter 2*, with Temco providing a near perfect conversion of the AM2's arcade Model 2 boards, which also housed *VF2*. *Dead Or Alive* certainly has pulling power, but what about gameplay?



Title: Nagano Winter Olympics • **Publisher:** Konami

Konami's *International Track and Field*: words which, even when spoken in mere whispers, send shivers down the spines of every PlayStation joypad. Just as it seemed safe to return to the hands of their owners, the button thrashing horror has returned...

With the winter olympics on the way, Konami are nearing completion of their winter sports tie in, *Nagano Winter Olympics*. The button punishment will come in the form of the following events: bobsled, downhill skiing, slalom, speed skating, ski jumping and snow boarding, as well as some additional and as of yet unannounced events.

The gameplay is said to be more complex than in Konami's previous sporting outing, but will still entail gently pumping the buttons as you begin to work yourself into a sweaty frenzy – cool! Once again the multiplayer options will allow up to four players to join in with the aid of a trusty multi-top. The visuals have been greatly enhanced and look so close to the real thing that your bits and bobs will go numb just watching.



UP & COMING

Title: *Monster Rancher* • Publisher: *Temco*

What do you get if you cross a Tamagotchi with a beat-'em-up? Err, well we're sure that the more witty readers have already come up with their own response but the answer is actually another new PlayStation release from *Temco*, *Monster Rancher*. Anyone who's ever wanted to create their own answer to Ryu, has just had the prayers answered!

Let us explain: after deciding upon the shape and general features of their fighter from an almost unlimited range of possibilities, the player is called upon to raise this pugilist from infancy to maturity, via all the expected Tamagotchi style routines. When grown their combat training can commence, then when they're finally fully prepared, the new fighters can begin their beat-'em-up career. The player will have the option to fight for their creature, in true 3D beat-'em-up fashion, or simply let the CPU do the talking. Players can also battle against a friend's fighter in the two player mode, utilising the memory card save feature. Could this finally mark the use of originality in a beat-'em-up?

Title: *Elric*Publisher: *Psygnosis*

Initial details of *Psygnosis*' releases for 1998 are starting to surface, with a first look at the isometric hack and slash epic, *Elric*. The developers Euro Haiku Studio, have taken their inspiration from the fantasy novels of Michael Moorcock, most notably from the character Elric – an albino anti-hero who wanders an ancient world in search of his true love, who has been taken hostage by his evil brother Yrkoon. Taking the plot literally from the page to the PSX, the game follows Elric as he searches for clues as to his twisted brother's location, destroying various beasts and members of Yrkoon's forces on his travels.

The game is viewed via an 3D isometric engine, allowing the utmost attention to detail to be paid to the game's sprites and locations. Promising equal doses of combat and puzzle solving, *Elric* has been tagged as a return to a more traditional, but still valid, style of gaming.

Title: *Rebel Moon Rising*Publisher: *GT Interactive*

GT Interactive's latest, *Rebel Moon Rising*, looks set to take the stagnant first person shooting genre up to a new level of gameplay. The action has been relocated to a settlement on the Moon, which has become vastly over-populated and has fallen into the throws of a bloody rebellion. It's your job to get up there and sort them out before they destroy everything.

As you can see, graphically *Rebel Moon* looks the part – as you might have imagined the scenery looks like it's come from the pages of a pulp sci-fi novel. The graphics have a great deal of texture mapping and are enhanced by the use of some very clever light sourcing.

Gameplay is said to lean more towards puzzle solving than the usual 'kill everything' cliché that limits the genre. *Doom* wearing his light sourced, non pixelating thinking cap – isn't that a curious prospect?

Title: *Star Wars: Masters of Teras Kasi* • Publisher: *LucasArts*

Having graced the console world in various guises, the ever marketable *Star Wars* name has now attached itself to *LucasArt's* new 3D beat-'em-up *Star Wars: Masters of Teras Kasi*. The action takes place within a series of 3D polygon generated versions of key locations from the *Star Wars* universe, all of which have been perfectly reproduced and will be instantly recognisable to the movies' loyal following.

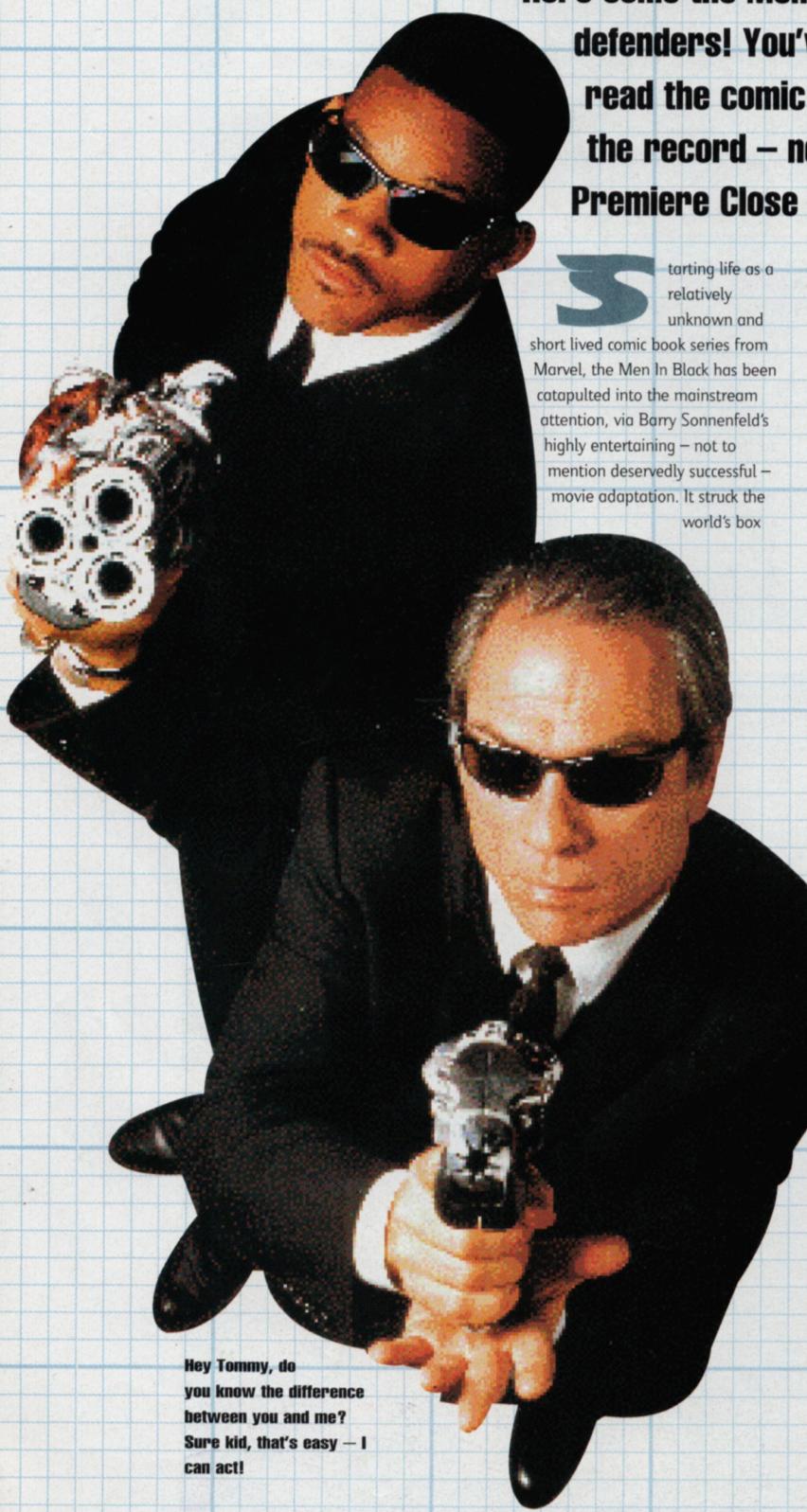
ST: MOTK instantly draws comparisons with such 3D fighting games as *Tekken* and *Soul Blade*, with a combination of weapons based and pure fisticuffs action. It will feature a cast of familiar faces, along with a number of rumoured hidden characters. At the time of writing none of these fighters have been confirmed, but the possibilities are near limitless, inspiring countless rumours and speculation across the Internet. The prospect of a *Star Wars* based beat-'em-up has drawn conflicting opinions across the TP office. Yet we suspect that the Force will be strong in this one!





men in Black

Here come the Men In Black, galaxy defenders! You've seen the movies, read the comic book, sang along to the record – now read the Premiere Close Up...



Hey Tommy, do you know the difference between you and me? Sure kid, that's easy – I can act!

Starting life as a relatively unknown and short lived comic book series from Marvel, the Men In Black has been catapulted into the mainstream attention, via Barry Sonnenfeld's highly entertaining – not to mention deservedly successful – movie adaptation. It struck the world's box

offices with near perfect timing, as the continuing success of the X-Files, amongst the mountain of other UFO conspiracy theory nonsense, heightened audiences' interest. Thankfully the movie is far removed from the straight-laced 'Big Brother is watching factors' that render the X-Files almost unwatchable. The plot unfolds in an increasingly bizarre and extremely enjoyable manner, with its cast playing things in a mercifully serious way, adding even more to the movie's overall surreal and comic feel.

The MIB's adventures span the globe from the Arctic Circle to the Amazonian Basin

The unexpected massive success of the movie has spawned the inevitable sequel, the useless line of empty merchandise and of course a multiformat game. The Men donning the black suits and Raybans of the title are a secret government agency, whose assignment is to act as liaison and law enforcement for all alien

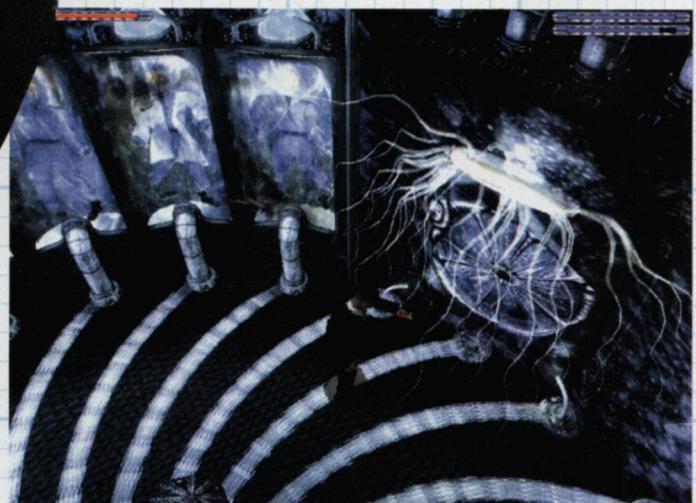


species on the planet. The plot basis takes the Roswell theory one step further. In the mid 1950s aliens did in fact contact the Earth as emissaries for their race, drafting an agreement providing members of their race a safe haven. Since then many alien visitors have arrived on our planet, adopted human form and become part of the local community, with their movements policed by the Men In Black. Only the elite may join the ranks of these intergalactic secret agents, but Gremlin are offering you the chance to

don the outfit and become the world's first, last and only line of defence in the task of protecting the world from the scum of the universe!

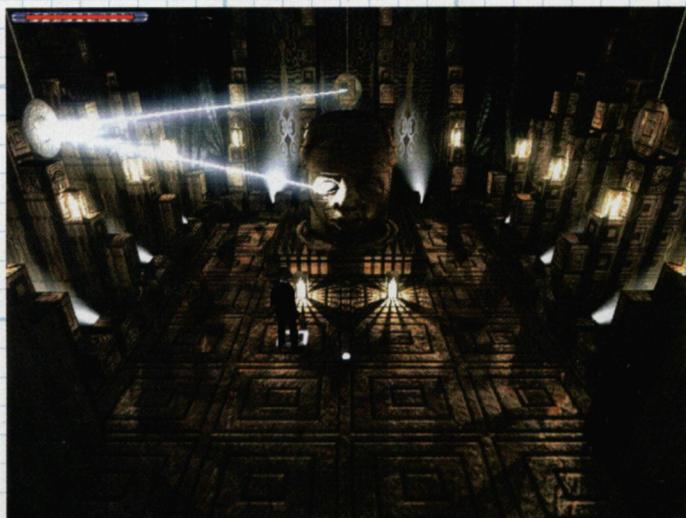
The Fresh Prince

The plot structure of the game only borrows its central characters and general premise from the movie, opting for a more



Will Smith pauses for a moment, as the large alien tentacle looms ominously toward him. He'll make some kind of witty one liners, that'll work – 'damn ya arse,' etc! Sorted...

Premiere Close-Up



A little known Men in Black piece of trivia: If you play the theme tune backwards, it reveals a hidden message containing a smashing recipe for Baked Beans à la Smith, showing a further facet to the already multi-talented Mr Will Smith, gee what a guy!

global setting and storyline that's better suited to a game. Returning to the fray to save the world once more are polygon forms of Agents J and K, played by Will Smith and Tommy Lee Jones respectively in the big screen version, plus the first female member of the MiB, Agent L – a character who was witnessed only briefly during the final reel of the flick, played by the wonderfully seductive Linda Fiorentino. Each character has been brought to life with a full vocabulary of vocal samples – sadly not provided by the original cast.

After selecting an agent the game begins... the evil and reclusive billionaire human, Skip Frales, is planning the utter destruction of the human race. With an army of rebel aliens in his employ, his goal seems all too close to his grasp,

thanks to his use of a chemical synthesised compound which he derived from a rare Amazonian flower. This concoction has created an unstoppable virus wiping out all human existence. The destruction of humanity is far from an unusual aim for power crazed nutters, yet the reasoning behind the efforts of Mr Frales and his alien comrades is just a little on the bizarre side: it would seem that an advanced alien species is planning to turn the galaxy into a massive organic computer, with the planet Earth taking central position as one of its main chipsets!

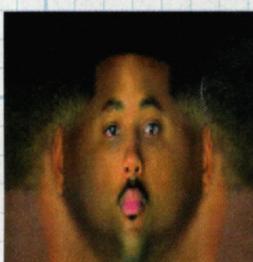
The Fugitive

Right, now that this nasty plot business is over and done with, we can get on to the



WHERE THERE'S A WILL

The use of wireframe and polygon generation is commonplace during the production of any 3D game, but this features something a bit more special. To enhance the realism of *MiB*, special drafts have been taken of the movie lead's faces, which were then stretched like masks over the polygon characters. At last, the PSX will have their very own Will Smith – expect much copper-esque banter and one liners, super!



WHO WOULD YOU CHOOSE?

Which member of the Men in Black would you rather have control over, the dry cool wit of Tommy Lee Jones? The pleasant, if a little annoying comic antics of Will Smith? Or you could go for the gorgeous Linda Fiorentino. Well we know exactly who we'd choose.



game itself. *Men In Black* is a third person action adventure, with its graphical engine mirroring Capcom's *Resident Evil* series, by placing polygon characters upon interactive rendered backgrounds. The sheer visual quality of the Capcom series is easily matched by *MiB*'s light sourced backgrounds and character sprites. Each character has been modelled using footage from the movie to enhance realism in animation and general appearance. *MiB* aspires to provide a near perfect emulation of its movie inspiration.

The use of the agency's trademark super powered weapons proves very useful during the many encounters with the agents' alien foes, and technologically enhanced gadgets will play a large part in the puzzle solving and exploration elements of the gameplay. Unlike *Resident Evil*, the structure will not be continuous but will favour more mission based action, which has allowed the designers greater scope to inject variety into the game's environments. The MiB's adventures span the globe from the Arctic circle to the Amazonian basin.

As players unravel the game's unfathomable plot it'll become clear that this *MiB* is a far less menacing affair than *RE*, with the movie's dark comical undertones standing out. The game's designers, Gigawatt Studios, appear to have perfectly captured the Men In Black's cinematic appeal, blending the bizarre visuals and humour of the excellent movie with the immersive gameplay of one of the PlayStation's most applauded pieces of software – surely a recipe for success. So, until next time, be very careful what you say and to whom – the MiBs are watching! **TP**

TP SPECIFICATIONS

	Publisher: Gremlin	Price: £39.99
	Developer: Gigawatt Studios	Released: First Quarter '98
	Players: One	Game type: Adventure



Total PlayStation

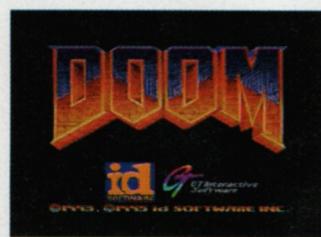
A Retrospective

Good evening ladies and gentlemen, tonight we are honouring the second anniversary of the dawning of a publication that will no doubt join the library of the unquestioned classics. The magazine in question needs no introduction – Rapide Publishing's crowning glory, TOTAL PLAYSTATION.

Y our beloved TOTAL PLAYSTATION started its long, and at times unsteady journey from obscurity to everlasting fame and recognition in the month of November 1995, under the watchful gaze of Rapide's head honcho, Mr. Mark Smith. Taking shape as a complete A-Z of PlayStation software, it provided the first time buyer a guide to what were to be necessary additions to their Christmas list. GT Interactive's extremely impressive *Doom* was awarded the first person crown

only to be later usurped by another GT title 'Duke Nukem'. This fully comprehensive 130 page listing, compiled by a selection of Rapide's lead talents, (including ULTIMATE PC's Editor and keen footballer-come-psychopath, Jon Evans, and of course a much younger, and no doubt slimmer, version of Mr TOTAL PLAYSTATION himself, Miles Guttery), was an instant success. These were the first flowerings of what we have come to lovingly term as TP.

Having equipped the readers with the knowledge and understanding of the



The classic *Doom* was an early hit, improving on the PC version with new music and superb lighting effects. The PlayStation pad was ideally suited to the game too

THE WAY IT WAS

From issue one to the issue you have in your hands... let's take a wander down memory lane and see how TOTAL PLAYSTATION has evolved over the last two years. Who knows what the future will hold for us, but one thing's for sure, TP is still up there havin' it large as a very large thing!





PC style thrills in *Firestorm: Thunderhawk 2*. Now out on **Platinum**

already bulging buyer's market place, the second issue sought to endow the growing readership with the much-needed technical know-how. TP issue two contained a full A-Z of Hints and Tips, and across its 130 pages lay the solutions to such titles as GT's seminal *Doom*, the third installment in the popular *Mortal Kombat* series and the Psygnosis futuristic racer *Wipeout*. This issue was memorable for not only solving the nation's gaming woes, but also allowing Miles his first crack at the Editorial reigns – with much success, amazingly!

Reformatted to included a heady mixture of reviews, news, previews and

Rayman went on the shelves in 1995 but thought it was a SNES game and not a title for the 32-bit power house. Cute characters though, and a recent *Platinum* release

tips, and at the low price of only £2.95, came issue three. Featuring an exclusive first look at Virgin's *Earthworm Jim* and a complete solution of the TP editorial staff's major sore point, *Alien Trilogy*, any memories of this magazine have been lost in time, erased by what must be the worst cover to ever grace this fine publication.

Moving quickly on... Issue four marked a sad moment in the annals of the magazine, our revered editor Miles Guttery turned his attentions to the newly launched sister

The next issue included another bizarre twist, featuring reviews of one of the PSX's most critically hailed titles and one of its most hated, Capcom's *Resident Evil* and Acclaim's *Rise 2*, respectively. This installment is also responsible for the destruction of many of the office's joypads, with the unveiling of Komani's *International Track and Field*.

The following issue can be simply summed up with two words: *Wipeout 2097*. What more explanation is needed? Psygnosis also headlined issue seven, with their massively popular formula one simulation, *F1* sharing its impressive 91% with the other Grade A release, *Die Hard Trilogy*. Obviously with pages in need of filling, this issue also featured a complete player's guide to *Toshinden 2*.

TOTAL PLAYSTATION's eighth installment has been labelled The Tips Issue, containing both a full solution to the best selling *Resident Evil* and also a cover mounted guide to *F1*. As a footnote on this issue, it has been rumoured that original copies are currently changing hands for large sums of money – another classic joined the ranks.

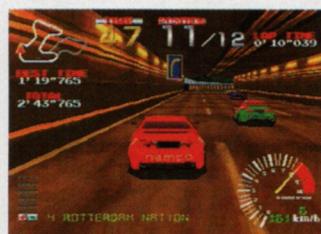
Issue nine turned our attentions to violence, with reviews of Acclaim's *Iron and Blood*, Capcom's *Star Gladiators*, *SF Alpha 2* and most memorably, JVC's *Victory Boxing*. Yet within the next four weeks their attention rapidly changed from hate to



publication PLAYSTATION SOLUTIONS leaving Jon with the reigns. Ironically the cover game was Eidos' *Olympic Soccer*, receiving the tag line as "the greatest soccer game ever." Also featured was the long-awaited, and much delayed, sequel to *Ridge Racer*, *Ridge Racer Revolution*. Both titles took their respective genres to new heights of playability, but nothing could have prepared us for the release of the finest PlayStation beat-'em-up – an award still carried to this day – the perfection that is *Tekken 2*.



The woman in the bikini, fresh from *Pole Position*, went to *Ridge Racer*



Powerslides, Japanese house music and only one loading section made *Ridge Racer* a global hit and a racing game standard



The original *Tekken* showed that the PlayStation could do things much better than the Saturn





The famously dire *Street Fighter: The Movie*. Oh dear



Video gaming cool arrived with anti-grav craft, *The Designers Republic* and *Leftfield*

love, with the arrival of the PlayStation's favourite icon, the shapely, seductive curves of Miss Lara Croft. *Tomb Raider* fever was upon the Rapide offices, and frankly little has changed.

Issue eleven can be seen as a definite turning point for TOTAL PLAYSTATION; Miles returned as Editor, the magazine underwent a complete redesign and a new member of staff joined the ranks. Sporting a quite obviously Peter Andre inspired haircut and spouting the merits of obscure Hong Kong movies and other completely baffling nonsense, came James Gale – fitting in instantly. Still opening their first birthday presents, the second volume of TP began with impressive world exclusives on *Bubsy 3D* and JVC's *Wing Over*, the new team starting as the meant to go on.

Vol 2. issue two confirmed TP's position as the fastest growing PlayStation magazine, with reviews of Psygnosis' *Monster Trucks* and a completely



comprehensive guide to surviving the perils of *Destruction Derby 2*.

The following two issues returned TP to its role of problem solvers to the gamesplaying world, via the cover mounted solution to *Tomb Raider*, whilst they maintained their critical assassination of all deemed unworthy of the title PSX software.

Exclusives on *Wing Commander IV* and *Rage Racer* provided the backbone for the issue five reviews section, which also saw TP conquering the world with their guide to global domination in Virgin's *C&C* release. Setting their sights on the conquest of the world once more with the following issue, TP provided an exclusive review of the cyberpunk adventure, *Syndicate Wars* and also took a close-up look behind the doors of leading production company, Psygnosis. This issue saw TP embracing such diverse characters as footballers with a sense of humour, dinosaurs, costumed vigilantes, whilst also taking time out to visit the creators of Lara Croft, Eidos,

and skip across the pond to bring its readers all they will need to know about the games they would be playing over the next 12 months at the E3 show.

The following issue, number 21, marked the end of TOTAL PLAYSTATION as we had all grown to know and love it, choosing to go out in style with reviews of *PaRappa the Rapper* and an exclusive first look at the current best sellers from Psygnosis, *Colony Wars* and *G-Police*.

TOTAL PLAYSTATION was dead, long live TOTAL PLAYSTATION. Over its previous 21 installments the magazine had become synonymous with honesty, credibility and humour, providing a beacon for those lost in the PlayStation wilderness. Yet nothing could have prepared us for the release of the next issue – spanning a massive 168 pages, complete with a free 100 page tips book and poster for the price of only £2.50, the competition began to shiver with fear; more than just a reinvention of an old favourite, we had experienced a rebirth!

As for the future, well with some new additions to the familiar team – including the writing talents, boyish charm and good looks of Richard Melville and the experience and worldliness of new Managing Editor Dave Perry – the future looks so bright, they'll have to cover mount sunglasses. The legend will continue, as TOTAL PLAYSTATION moves into its rightful position in the marketplace, number one!



PlayStation Past & Present



The PlayStation is 30 months old and we are TWO years old. Time for a look back we think, and a little peep forward into what lies ahead for Sony. And ourselves...

Past

1995 was an impressive year for the PlayStation. After a 1994 Japanese launch, the £299 machine arrived to compete with Sega's already released Saturn. *Ridge Racer* and *Wipeout* were two of the most notable games that showed what the hardware could do. *Wipeout* also marked an admirable return to form for home

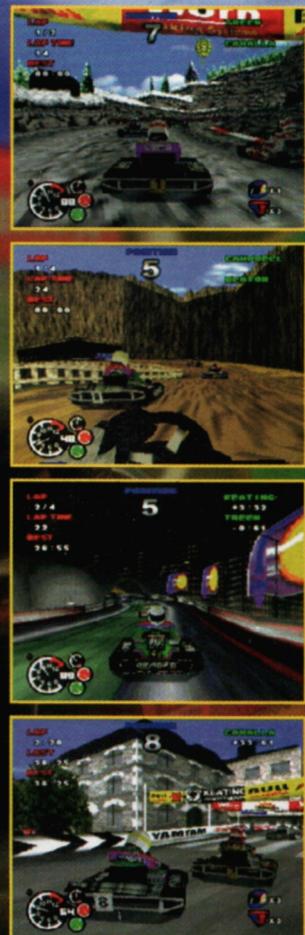
computer programmers Psygnosis, who were most famous for their Amiga games such as *Shadow Of The Beast*. As a video gaming statement, things didn't get much more classier than *Wipeout*, with its Designers Republic imagery and blend of techno and stylish house music. *Ridge Racer* was seen largely viewed in terms of its graphics, but gamers eventually found that

Covers stars of the following issues included a cartoon Lara Croft, whose features looked almost feasible, and a joyous Paul Gascoigne. Bubsy also reared his head, coming out of hibernation especially for the PlayStation. Except bobcats don't hibernate do they? Damn.



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TELSTAR
Electronic Studios



1995

Was the year that Namco became a major console player with *Ridge Racer* and *Tekken* being landmark titles to rival *Pac-Man* in the hall of fame. English coding talent was unusually highlighted by a console too, with *Psygnosis* being reborn as next generation meisters. *Gremlin* released *Actua Soccer* and *Loaded*, while many waited for the PlayStation conversion of *Doom*, which was superb and kicked the PC version into touch with its subtle lighting effects and haunting soundtrack. PC ports were quite common and successful – *Discworld* and *Firestorm: Thunderhawk 2* showed console gamers the benefits of CD. Dodgy games were the movie tie-in, *Street Fighter: The Movie* which featured digitised *Damme* and *Minogue* in a vile abuse of the *Street Fighter* licence. 16-Bit rehashes such as *Rayman* and *NBA Jam* failed to budge the supreme next generation might of games like *Wipeout* and *Ridge Racer*.



Rendered backgrounds and creepy music introduced gamers to utter fear. *Doom* looked like a nice black cat by comparison. Scary, spooky and superb



there were complex and rewarding handling techniques to be learnt.

What was unusual for the console market was that the PlayStation was initially aimed towards the older gamer. There were no vaguely cute games and *Loaded* caused quite a stir with its violent theme. *Actua Soccer* and *Discworld* furthered the cause for mature games, and adverts started appearing for PlayStation games in mags like FHM and GQ. Appearances of younger popstars such as Blur's Damon Albarn and er, Robbie Williams having a bash on a PlayStation in the Top of The Pops studio helped further the image of the little grey box. There is no doubting that this mixed media image of Sony's helped bring the platform to the mass market. Musical influences such as the psychedelic light show on the packages and discs, and junglists such as Goldie embracing the PlayStation meant that the machine suddenly had kudos. Adverts in unusual places such as the Glastonbury Festival, where Sony gave out suspect PlayStation 'wrappers,' saw that every youth sector was exposed to the PlayStation. The large London superclub known as the Ministry Of Sound designed a chillout room and placed PlayStations all

over the place. Sony had also gone into sponsor overdrive, with Prince Naseem Hamed sporting PlayStation attire and football sponsorship being arranged.

1996 also led to a £199 price cut and started the twin coupling of the PlayStation and the gang of pretty popstars known as the Spice Girls, who turned on the Oxford Street Christmas lights with financial help from Son – the imminent release of a Spice Girls title, dubbed *Spice World*, began to take shape. 1996 was also the year of *Tomb Raider*, which popped up at Christmas and surprised everyone by featuring a woman, being superb, and selling in bucket loads. Lara became a gaming heroine overnight, and alternatively either a sign of the games industry's maturing or returning to its prepubescent origins.

Whatever the case, Lara Croft was an important member of the PlayStation mascot foundation, with only an orange bandicoot offering any other kind of console icon status. Sony have also made sure that *Tomb Raider II* will appear in console form only on the PlayStation, ruling out any chance of N64 owners running around pretending they're busy explorers. *Resident Evil* marked Capcom's return to making original console games and was its biggest

success since the *Street Fighter* series, which also had a rebirth in the form of arcade conversion *Street Fighter Alpha*. Namco managed a truly stunning conversion of *Tekken 2*, which was better than the arcade version and was easily the best console beat-'em-up of the year.

1997 has been characterised by sequels and updates, and remains a most promising year.



Be here now

At £129.99, with two pads and a memory card, the PlayStation is due to have yet another good Christmas backed by *Final Fantasy VII*, *Tomb Raider II* and further sequels such as *Broken Sword 2*, *Discworld 2* and *Street Fighter EX Plus Alpha*. The PlayStation has become the UK's best selling console and is still going strong after over two years, which is impressive – especially compared to the downward spiral of the Saturn.

Future

Since its UK launch in September 1995, the PlayStation hardware has impressed many and been subject to quite a few price drops. The original hardware, while still adequate, is



1996

Resident Evil brought the realms of films and games closer together than any FMV title and made Saturn owners jealous. The recently released PC version doesn't play as well either. Namco went into sequel overdrive with *Tekken 2* and *Ridge Racer Revolution*. A price drop to £199 was called prior to Christmas and helped *Formula One* break CD sales records. *Wipeout* merchandise became available to raging clubbers and *Pac-Man* t-shirts were spotted about the



Blood and Zombies accompany novel wallpaper and nice coloured couches. Enter Capcom's world of survival, horror and death. Probably

place courtesy of Million Dollar who sold the shirts, record bags and beanie hats. The PlayStation was the machine of the year, scooping numerous ECTS awards and established the video game as a viable pastime rather than the preserve of the bespectacled, secluded boy in his bedroom. PlayStations also had a subtle redesign with a metal CD mechanism rather than the normal plastic one, which tended to overheat and cause games to skip.



being replaced by a successor in Sony's Research and Development labs. The PlayStation creator, Ken Kutaragi, hasn't confirmed if he is actually on the development team, but it seems likely. When the PlayStation arrived a double speed CD drive was the format of choice. PCs had used the technology, and so had the Sega Mega Drive, albeit unsuccessfully in the Mega CD.

A new form of media hasn't appeared at a suitable price point for the mass market sector that proved so crucial for the success of the original machine, a faster CD drive for the PlayStation 2 is the most likely candidate. Digital Video Disc technology has also been talked about along with the benefits of a CD-sized disc which can hold five to ten times the amount of information of a CD. Standard film playing DVD machines cost in excess of £600 however, and compared to the price of a CD drive, it's a fortune. Recordable CD drives seem like a good idea, with the rewritable section of a disc being able to save games and leave levels in the same state as when you left the game. The price of these may still be too prohibitive for Sony who will probably opt for the bargain bucket price of a speedy normal CD drive.

Mini Disc technology is also a format that Sony owns, but apart from being smaller and recordable in some forms, there's not much difference from CD. Actual hardware in the PlayStation 2 is more likely to revolve around some in-house graphics chips like the first machine, which impressed and stunned so many people when it ran *Ridge Racer* at breakneck speed. Looking at present coin-op technology, with leading games such as Sega's *Jurassic Park 2* and *Skid Racer*, it seems that similar technology will filter down to the console market within the next few years.

Namco, who based some arcade games on PlayStation technology with their System series of PCB arcade units, may be involved with a second PlayStation. Their involvement certainly helped the PlayStation with the *Tekken* and *Ridge Racer* series, the *Namco Museum* titles were a laugh and *Time Crisis* was an important successor to Sega's *Virtua Cop*, making the Saturn look like an expensive black doorstop.

The PlayStation 2 will have a lot to live up to with the PlayStation setting such an admirable pedigree. **TP**



G-Police is Psygnosis' latest hope for Christmas success, being a consummate blaster with a myriad of cyberpunk images

1997

Ridge Racer and *Soul Blade* showed that Namco were still able to produce the goods in terms of decent games. Sony launched their superlative analogue pad which now has fairly widespread support with many Psygnosis games championing the peripheral. Driving games really benefited from the controller though, and *Porsche Challenge* and *Test Drive 4* work like a dream. Top games of the year are *Final Fantasy VII* which was awarded a huge 96% and *Tomb Raider II* which was given a very nice 93%. *PoRappa The Rappa* showed how inventive Japanese game design could be but was more of a statement of Japanese humour being appreciated by English gamers. *Time Crisis* gave the PlayStation a truly decent light gun game and the best home light gun ever. Christmas looks like being a vicious fight between the mentioned titles and a surprise late entry: *Spice World*. You have been warned people.

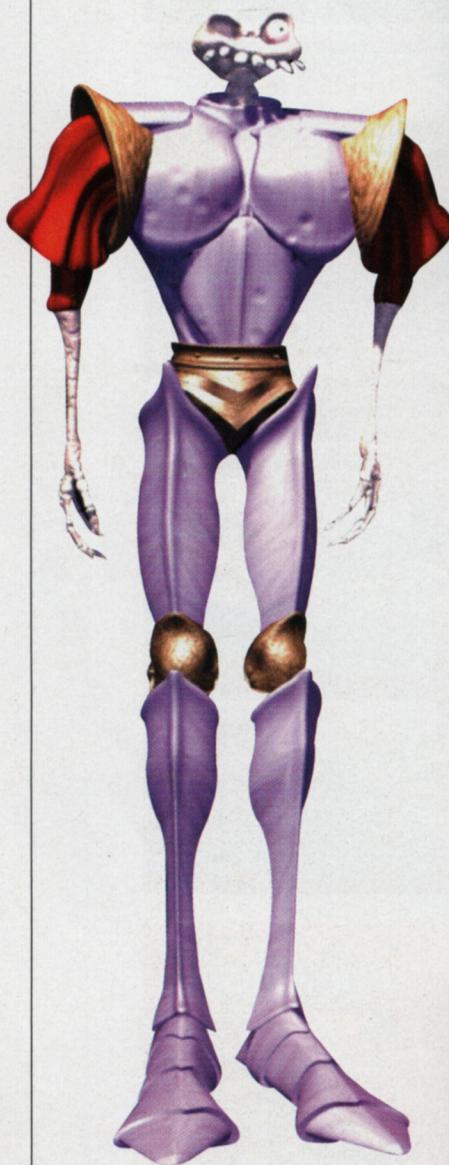


Medievil

Crawling its way from beyond the grave to the realms of the living comes this month's Premiere Close Up – Sony's stunning 3D platformer, *Medievil*



I can remember when all of this was fields... err hang on



Nice legs, shame about the exposed skull



Every once in a while you probably find yourself aimlessly wandering about the crowded software market place with the masses of un-named games slowly drifting past you with little to hold your attention... until that wonderful moment when you casually glance across the room to be greeted by the seductive returning gaze of an absolute dream game.

Unfortunately, in most cases, after you have battled your way through to your small object of desire your initial high hopes will be gently dashed away on the cold rocks of reality – a horror possibly only mirrored by the devastating realisation encountered by night clubbers across the land that the final slow dance is over, and the main lights have been switched on, sending your world into a crashing spiral to reveal that the true guise of the alleged supermodel whom you have spent the last forty five minutes sharing a passionate



Yes, ladies and gentlemen this really is a screenshot and not a render. The only sound that you can hear in the deservedly awed hush is the sound of Mario soiling his drawers



embrace is better likened to the Toxic Avenger than Claudia Schiffer. For the most part games are no different: they start life as a graphical dream that bears little resemblance to the final code that makes it to the retail shelves.

However, there is one game that has not only started its long journey from the drawing board to the final PSX code in a very promising state, but in a manner

similar to a fine wine, has improved over its development period such that the near complete version excels its heady origins. This game is the visually stunning 3D action adventure *Medievil*. Only when presented with a complete version of any game must we venture into making any kind of critical assessment – but in a refreshing twist, for once it's very likely that you can believe the hype.

THE UNPLEASANT DEAD

With combat playing a major role in *Medievil*'s structure, logically the game will throw a large amount of foes in the path of Fortesque's mighty broadsword. Reflecting their heroic counterparts, the baddies have been finely clothed in various polygon outfits. Obviously their full glory can't be fully appreciated on these static pages so to get a close approximation of these rather nasty chaps, hold the magazine at arm's lengths whilst spinning around in a circular motion. Now everything will be moving in a suitably erratic manner. Warning this may cause vomiting and mucho telling-offs from parents!



Flying Demon



Ghoul



Stain Monster



Wolf



Imp



Pumpkin



This average and generally harmless scarecrow has been made to look very scary by simply inserting a light bulb in his head. Please don't try this at home!

Pee Wee's Big Adventure

Obviously inspired by the bizarre, almost gothic, vision of the spirit world portrayed in Tim Burton's lavish animated feature, *The Nightmare Before Christmas*, the game follows the tale of an unwillingly resurrected corpse and his quest to return to peaceful eternal rest! What initially sounds like an unofficial follow up to *Resident Evil* is actually a very tongue-in-cheek platform romp, featuring a simply jaw-dropping 3D engine, enhanced gameplay and touches of dark humour.

Medievil's surreal comical style is best illustrated by a brief plot synopsis:

All is well in the gentle land of Medievil until the evil and insane sorcerer, Zarok puts his fiendish masterplan into effect; casting a spell over the land he plunges Medievil into constant night, trapping its inhabitants in continuous sleep and therefore allowing him to move freely amongst the townsfolk, stealing their inner energy to satiate his growing magical

abilities. After feeding off the entire population his magic has become so great that Zarok can no longer contain his powers, consequently releasing tides of

spent energy in his wake. As he moves across the land his overflowing magical

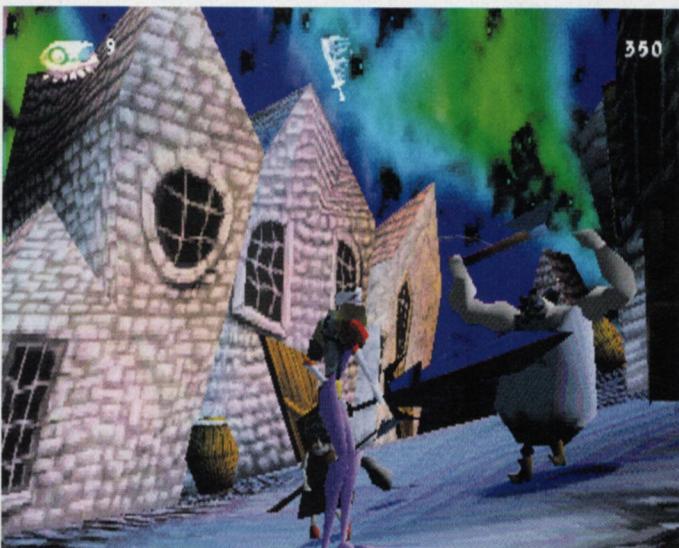
With the massive success of *Mario 64*, the PSX has been oddly barren of 3D platform adventures

abilities are having a rather unpleasant side effect, making the earth strangely fertile. We aren't talking very large root vegetables here, he is causing the dead to rise from their graves. Most of these undead creatures effected by his power mindlessly follow as loyal servants to Zarok... with the one exception: the heroic, and very dead, Sir Daniel Fortesque. Who is – fortunately – the game's central lead.

Confronted with a world he no longer knows now transformed into a Zarok-warped kingdom, Fortesque ups arms and seeks to end this tyrant's reign and return his once prosperous land to its original state – and of course get back to his busy schedule of being stone cold dead!

Batman

With the massive critical success of *Mario 64*, the PlayStation has been surprisingly barren of its share of fully 3D platformers. But the release of EA's *Croc* has apparently opened up the possibilities of a genre once thought unobtainable on the PlayStation. With a staggering number of platformers



'So then I said that Joyce had already bought those shoes, oh and then she got very angry and her cheeks turned red! 'Oh my, you're having me on.' 'No, honestly!'



Spectre



Not too sure what's going on here, looks fun though!



STABBED IN THE ART

Each element of *Medievil*'s production has been planned out to the smallest detail with an obviously equal measure of time and effort lavished upon the character design. You want proof do you? Well check out the quality of these preproduction sketches – point proved!



TP SPECIFICATIONS



Publisher:	Sony	Price:	£34.99
Developer:	Millennium	Released:	January
Players:	One	Game type:	Platform Adventure

currently in development, all promising to be the elusive *Mario* beater, our hopes will be firmly backing this game.

Spanning over 30 light-sourced enhanced polygon 3D levels, Fortesque will not only have to contend with all the usual platform pitfalls, but also an army of 50 plus foes, complete with boss characters and some fiendish puzzles to tax the grey matter. Gameplay looks to blend various popular styles, including the run and jump basics of the platform genre and the hack and slash swordplay of a scrolling beat-'em-up. The combat skills of the lead can be enhanced, and in some cases rendered near useless, by the collection of a host of power ups. Such slashtastic delights available range from a lighting conducive sword to a hapless Chicken leg – don't ask! Each weapon has its own strengths and weaknesses, calling upon the player to be strategically minded in their selection. Pull out your chicken leg when you are facing an end of level guardian and much trouble will ensue.

Players are also not purely limited to the use of a single character; at specific points during the game the central character of Fortesque will hand over the gameplaying duties to his worm sidekick, Morten. The use of multiple characters in a platform adventure is far from a groundbreaking concept, but has yet to have been fully exploited. Gameplay has been completely altered to create a distinct difference between the two – Morten adventures are based purely on exploration, eliminating the offensive elements of his counterpart in favour of a more simplistic platform style.

Bettlejuice

Placing their distinct differences to one side for the moment, both are played via a 3D engine, yet Morten's role in the action remains strictly upon rails in a similar way to Crystal Dynamics' *Pandemonium* and its sequel, whilst Fortesque has been lavished with full freedom of movement over the undulating environments he will encounter en route. Allowing maximum control over the lead, *Medievil* will support the use of Sony's analog pad.

The developers promise a constant barrage of action, matched by a wealth of visual splendour, optical effects and PAL full screen whilst running at 25 frames per second – even at these early stages of development, *Medievil* is looking rather fine indeed. Unlike our nightclub analogy, this sure is a beauty from whichever angle you look. Fingers crossed the gameplay lives up to its looks. **TP**

MEET THE MAKERS

Homegrown software developer, Millennium Interactive having been operating since their launch back in 1989, gaining both recognition within the industry and a great deal of public exposure. Gaining a reputation for their balance of pure gameplay and impressive visuals, whilst producing a string of hits on various platforms.

Approached by both Hasbro and Sony themselves, the company have begun development of a number of titles exclusive to the PlayStation. Currently in production are *Beast Wars*, *Frogger* and *Medievil*, with further titles in the pipeline.



With the use of Farmer Dan's Super Horse Poo Fertiliser, you too can grow pumpkins the size of this bugger. Ohh errrr. It's great. Available from all good stockists now!

WHEN ALL ABOUT YOU ARE
LOSING THEIR HEADS ...



... YOU'RE PLAYING



STARRING KURT HECTIC IN

"THE ULTIMATE SHOOT'EM UP"

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Skullmonkeys

Yet more 2D platform antics, this time featuring large lumps of clay, alien worlds, toilet humour and monkeys with skeleton heads... yep an average day at the office!



Not the most appealing of platform characters, ugly little spud!

In this world of all things 3D, has the PlayStation games buying public enough pennies to shell out for a traditional 2D platformer? Well Electronic Arts seem to think so, with their latest production *Skullmonkeys*. Starting life with an impressive pedigree – its development team having been responsible for such popular 16-Bit titles as *Earthworm Jim* and *Jurassic Park*, the game is, at initial glance, all too easy to instantly dismiss as a simplistic platform adventure with little merits. Actually it is highly likely that most readers took a brief glance at the screenshots and turned the page. Yet maybe in these days of continuous texture mapping and polygon graphics, a return to the classic retro gameplay that defined the development of the gaming market will be a welcome change.

Blending the traditional style of the 2D platformers with the graphical flare of the 32-Bit machines and a very large lump of clay is a good description of *Skullmonkeys*. Mario meets Morph as the player takes control of the claymation lead Klayman, who has been called upon to save the planet Idznak, the home of the Skullmonkeys, from the evil Klogg.

After having crash landed upon the once peaceful world, Klogg has gained the confidence of the planet's simian inhabitants and turned them to his will, thus creating a powerful and loyal army. With construction of a giant space craft commencing, Klogg plans to lead the Skullmonkeys into a war against his former enemies with global domination on his evil mind.

Spanking A Skullmonkey

Will a couple of motion captured pieces of playdoh have anything near a sporting chance against a powerful horde of ape-like creatures and platform type dangers that span the planet's many environments?

Skullmonkeys' pure old school platform antics take place over 100 levels,

TOP SPECIFICATIONS

	Publisher: EA	Price: £39.99
Developer: The Neverhood	Released: January	
Players: One	Game type: Platform	



I'm a great big fat lump of goo and I'm proud of it. So would you Skullmonkeys stop throwing those very well-aimed oranges at me, as you might get citric acid in my eye

with Klayman acquiring a mixture of the genre's icons' trademark abilities, including the now patented butt slam and double jumps, with the welcome inclusion of such self-explanatory weapons as the Fart-Head, Universal Enema and the Super Willie making us think that someone is having a laugh!

The animated characters found in the game have been compiled from over 20,000 frames, with the parallels with an interactive cartoon being most apparent during the FMV displayed between levels.

The fusion of *Earthworm Jim*'s surreal humour, impressive claymation graphics and timeless platform gameplay should make for a very enjoyable pseudo-retro romp. Still, we do have to wonder if the finished code lives up to our expectations? Will we be able to spank a Skullmonkey?



Happy jumping cause I'm made of clay

WE GAVE IT LIFE!

The use of Claymation style animation is a long and time consuming process entailing the capture of a single frame of movement at a time, taking up to a day's work to create a second's worth of movement – blimey, that must be an interesting job...





Spice World

We're the Spice Girls, yeah, and we're here to give the PlayStation some Girl Power! Yeah!

The music industry is a totally unpredictable business with nameless bands springing on to the scene claiming to be the next big thing, then disappearing without a trace after a few hit singles. In all honesty the industry can be split into two separate groups: the fads and the true greats. Not since the incredibly talented – not forgetting gorgeous – Bananarama have such a group come along that have not only delighted music fans the world over but also made such a difference to our everyday lives. You can forget those no talented misery guts Oasis and the unpleasant pierced visages of the Prodigy, the only band worthy of mention in the 1990s, and quite possibly the last 30 years, are the pride of the nation, The Spice Girls. Never before have such powerful, and at times emotional lyrics been contained on a single CD. How many amongst us could ever possibly forget the first time they heard those life defining words "zig a zig ar?"



Look, stars, just like us! Yeah, Girl Power, pretty colours and lights, yeah, Girl power!

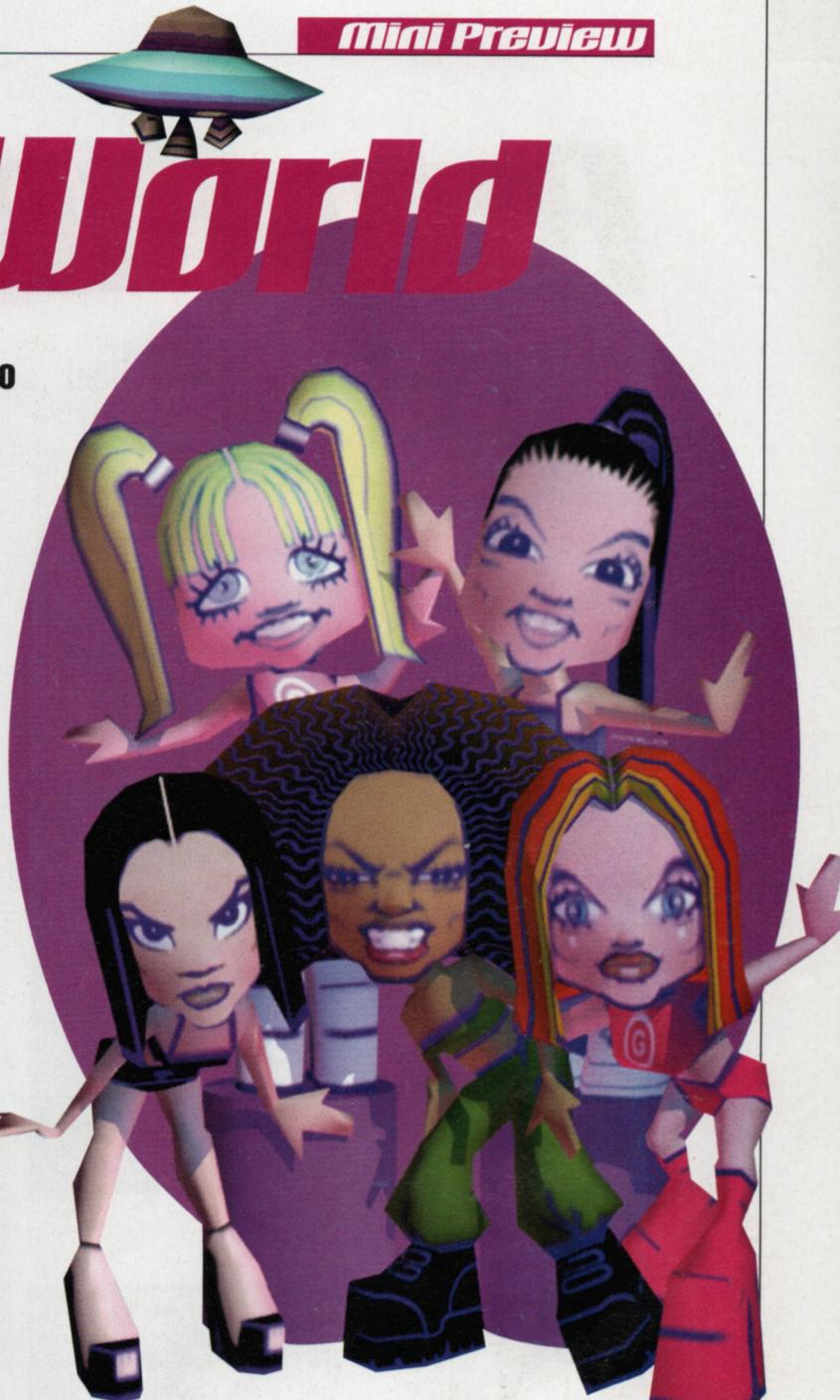


Not only have these five plucky ladies changed the direction of feminism, provided a role model for the nation's youth – boys as well as girls – and filled our empty lives with meaning, the girls have now turned their attention to the barren landscape of the PlayStation.

Wah Lee Bop Bop!

The girls now hope to spice up the tired and boring ranks of Sony's releases schedule with their first ever multimedia package, *Spice World*, giving the fans the chance to immerse themselves in the glory that is all things Spice. Containing all their hit singles and video promos, exclusive interviews and never-before-seen footage, this is the stuff Spice Girl dreams are made of. Things couldn't possibly get any better than this, or could they?

After confronting the fans with all the sounds, images and goss on the girls, Sony will allow you to create your very own Spice single, which we are sure will be like



ERR JMMJ JWAII?

The following characters will be playing a major role in the Spice Girls romp, yet quite what they are supposed to be and what use they will have is quite beyond any of us! Yet again the Spice Girls are responsible for baffling us completely, they're great aren't they?



a dream come true for us all. Splicing together various samples from their previous musical triumphs, you will be not just able to listen to your exclusive Spice tune, but also, with the aid of some polygon generated dancers, choreograph your very own dance routines!

We know that this is against the rules for preview material but *Spice World* will be the ultimate PlayStation release and the only game that should grace a Christmas list. Forget *Final Fantasy 7* and *Tomb Raider II*, the Spice Girls are in town and their talent and raw girl power energy will be an easy match for all the competition! **TP**



TP SPECIFICATIONS

	Publisher:	Sony	Price:	TBA
	Developer:	In-House	Released:	December
	Players:	One	Game type:	Errrr?

Bug Riders

Tired of swatting insects with a rolled up copy of the newspaper? Then why not have a try on GT's racer *Bug Riders*, and learn to love your creepy crawlly friends



PICK YOUR BUG

The racers in this game are as equally unpleasant as the huge insects that they ride – not really the game to play when you are eating your dinner!



IP SPECIFICATIONS

	Publisher: GT Interactive	Price: £39.99
Developer: In-House	Released: December	
Players: Two	Game type: Racing	



Having literally exhausted the driving genre, leaving the wreckage of a thousand sports cars in their wake, developers are seeking new avenues to take the racing concept. In theory, the injection of anything that even remotely resembles originality into this mindlessly repetitive games style has to be deemed as positively progressive. Alas, as for the quality of the first batch of new wave racers, in the cold light of day the thinking behind them was great but the realisation was not. The main flaws that have plagued these games is the fact that, whilst removing the vehicles, the gameplay remained uniform, and the tired gameplay was the problem in the first place!

GT Interactive's latest racer, the aptly titled *Bug Riders*, attempts to relocate both the setting and the gameplay with the racers placed on the back of huge insects, literally becoming bug jockeys. Its setting is the distant kingdom of Enthymion, its Emperor lies dying with no heir to his throne when he strikes upon a novel idea. With his last breath he decrees that in his honour a great race will take place, with the winner claiming the crown and his kingdom and all losers put to the sword.

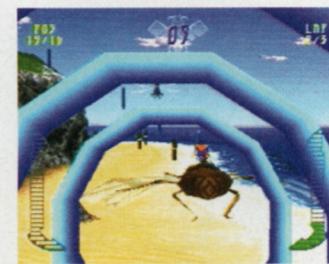
Slow Day In Plotville

With the price of victory being such a great reward, 22 of the land's bravest, or should that be stupid, inhabitants enter the contest. Gameplay is as equally strange as the plot, allowing the player to embark



upon full 3D aerial racing with added elements of combat. The use of eight-way movement was incorporated into THQ's *Air Race* but was little more than an ill-realised gimmick, whilst *Bug Riders*' course design and AI programming force the player to take evasive action to avoid collisions with both the scenery and other members of the racing grid, all of whom seem intent on not only ending your racing career but also your life.

The game spans over 16 tracks – all based around differing variations on the game's five default courses – finishing with a final champions course, with a choice of eight characters and their steeds, each with varying attributes. With split screen two player mode, championship, death match and time trial taking up the options screen, its lifespan should prove to be somewhat longer than your average house fly. The striking design of the bugs of the title are instantly eye-catching, as is the high resolution graphics engine. But it remains to be seen if the PlayStation racing fan is prepared to have the conventions of the popular genre twisted to such a degree as this. **IP**



One has to wonder if taking part in a race-type scenario riding on the back of large insect creature is going to be as much fun as pulling their legs off?

World League

The basketball game genre has a new bright young thing, ready to challenge both the aged EA NBA series and Sony's impressive *Total NBA* titles

Ever since *NBA Jam* appeared for the 16-bit consoles, the sport has enjoyed quite a high profile in the UK. As American sports go, basketball is the only one to make an impact in this country: baseball and American football just don't have the same appeal. The usefulness of PlayStation hardware to the genre has been instrumental in bringing about the appeal of basketball games. As *World League Basketball* shows, players can look real and move in a convincing manner and the whole team can be on the screen at once, without the game grinding to a halt. The CD sound and commentary are another reason why the PlayStation is suited to TV style sports games.

The main point to make about *World League Basketball* is that the rate of play is deliberately slower than *Total NBA* and although there are turbo functions, the



The camera angles are clear and unintrusive — note that you can see all the players on the court even when standing at one end. No cheerleaders on view, though.

game tries to separate itself from the manic arcade frenzy of *NBA Jam* with laid back gameplay. The advantage of this may be hard to fathom, but anyone who has played a four player arcade basketball game and come away dazed and confused, will find *World League Basketball* a much easier affair. Players tend to jog around the court rather than leg it at full pelt. Dunks and shots on the basket are more realistic too, with some intuitive moves. The appeal of the pedestrian style of play may go against the excessive thrills-and-spills-based American transmissions of lanky megastars — but it does help the game. Certainly, if *World League Basketball* can use its wealth of world teams to steer the game away from the land of doughnut gobbling law enforcers and Mariah Carey, it should be better for everyone.

The international teams mean that *World League Basketball* is a global



The reflective floors of the arena are one of the best graphical features of *World League Basketball* — look closely and you can see facial features

jolt closer to the international variety associated with football titles like *Actual Soccer 2*. The size of the court seems to be more in tune with the gameplay, too: instead of it taking three seconds to reach the end of the court, a cunning weaving strut is required. The gameplay is much closer to a real game of basketball, too, which means the play is based on clever passes and shots rather than raw speed. If *World League Basketball* can sustain the player-friendly mechanics upon completion, the PlayStation could find itself with the finest selection of basketball games on any platform. **TP**



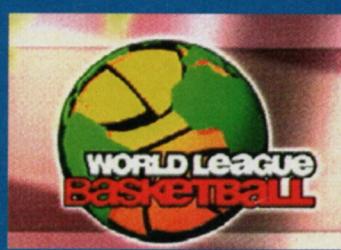
Frantic dunking action near the net. 'Nothing but net,' as an American commentator would say.

INTERNATIONAL BRIGHT YOUNG THING

World League Basketball makes quite a big thing about its cultural variety. This intro scene has nice pictures of different countries but, strangely, a shadow of the statue of liberty looks ominously over the glitzy FMV. Other icons include the Eiffel



Tower and a fir tree over China. The title screen features a mouldy football too. Just what's going on?



TP APPROVAL

Publisher:	Mindscape	Price:	£44.99
Developer:	High Voltage Software	Released:	November
Players:	1 - 4	Game type:	Basketball Sim

Grand Theft Auto

Who wants to be a sissy good guy all the time? Not BMG, that's for sure, that's why they're giving you the chance to star in your own one man crime wave!

PARTNERS IN CRIME

Choose an AKA from one of these seedy individuals



Bubba



Kivlov



Travis



Troy

If you're like me, you grew up with the likes of Starsky and Hutch, The Professionals, The Dukes of Hazzard, Smokey and the Bandit – the list of car-crunching heroes goes on. For some reason the classic '70s cops 'n' robbers format seems to have gone right out of fashion. I'm all for the environment and all that, but at the end of the day, what's a car if it doesn't extend in an exaggerated phallic fashion out front, pump out noxious fumes from a six litre engine and crash into piles of boxed fruit on a regular basis? Only last night I was watching Top Gear, with Jeremy Clarkson driving around in what can only be called a shuttlecock on wheels. If the future of the motor industry is reflected in the quality of modern TV car chases, lord help us.

Thankfully the games industry, despite a minority of loud-mouthed but largely unsupported lobbying groups, has to a great extent managed to escape the kind of social backlash which is currently depriving the telly of any decent, eco-hazardous action.

Auto trader

Even so, though those perennial whingers would have you believe otherwise, the vast majority of games are still concerned with such potentially contentious issues as furry creatures bouncing on lily pads and chubby characters collecting fruit for points. Mebbe it's about time the industry gave the mooners something to really get there teeth into, eh?



Three point turns in the middle of the freeway can be hazardous!



Nice green motor. Apparently they're unlucky you know!



Hijacking taxis isn't a pastime most wisely indulged in front of a police car. Well, not unless they're on their lunch break anyway!

BMG obviously reckon so. Five minutes at the controls of the forthcoming *Grand Theft Auto* and already you can see the damning tabloid headlines. Bring 'em on say!

At a glance you might be forgiven for writing *GTA* off as a fairly standard top down racing game, with some nice 3D graphical effects and a funky soundtrack.



Although tempting, it's actually not such a good idea to scream around all over the place at top speed as it only alerts the police. Softly softly catch big bucks!



Hmm, that bus full of school kids gives me an idea, cackle!

Don't be fooled. It's one of the most compulsive and addictive games of the past 12 months, yet the premise is so agonisingly simple. Most developers seem so preoccupied with inventing new concepts, genres and styles they're overlooking a vast library of inspirational and potentially money-spinning games already in existence. Why no-one has had the



The Countash doesn't impress the girls so much when wrapped round a post

bashing session following an arrest in order to beat a confession out of the bad guy before the commissioner arrived. So, mostly good, clean family fun which swallowed many of me ten pence a few years back. Imagine my delight when *GTA* plonked through the letterbox. I was back there, sandy flip-flop-footed on the sea-front in Teignmouth, siren wailing.

There's no doubt controversy won't be far away when *GTA* sees the light of day

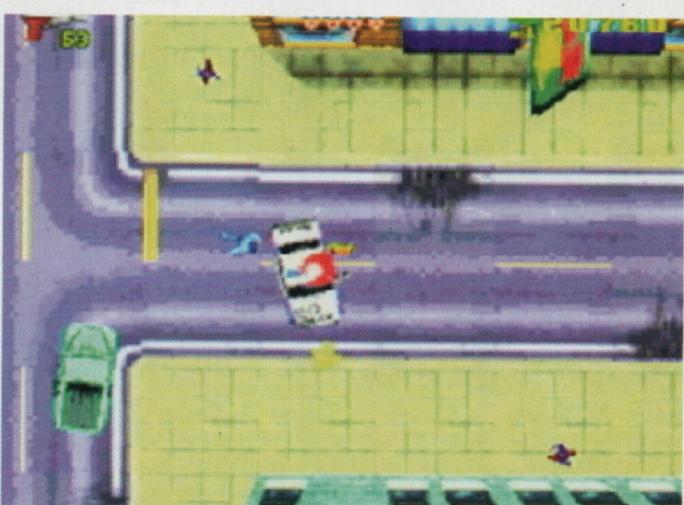
gumption to buy up the licenses for some of the classic late '80s and early '90s arcade games I don't know. Imagine a compilation of say *Out Run*, *Operation Wolf* and one of my personal faves, *APB*. If Namco can get away with releasing prehistoric dross in their *Museum* collections, why can't we have some of those games we actually want to see again?

Exchange and mart

As I said, I'm a bit of an *APB* fan. You must remember it? As doughnut-loving cop, Officer Bob, the player cruised the streets of a top down-viewed city, busting crims, scoffing said sugary snacks and partaking of the occasional high speed chase when particularly nasty villains showed up. All cartoonish, and found in arcades at every seaside in the country, even *APB* had a slightly controversial element – a button-

The first big difference to point out with *GTA* is that you're no longer on the side of the girly good guys. Uh-ho no! It's time to hang up your badge and start running with the bad guys, where the stakes are high but the rewards are astronomical.

There's no doubt controversy won't be far away when *GTA* sees the light of day. Gangland murders, vehicle theft and drug-running are just a few of the high-risk money-making schemes on offer. The spree



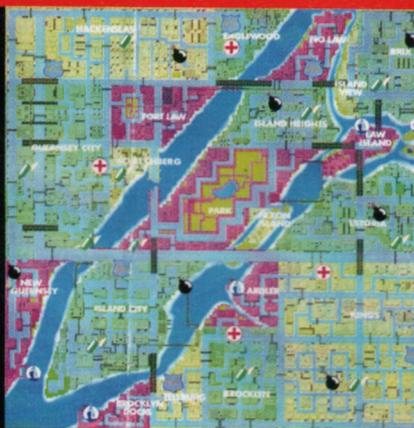
Nicking Police cars is a good way to gain kudos within the criminal fraternity, but it's also a good way of seriously winding up the local biff

THE CITIES OF CRIME

Liberty City

Loosely based on New York City, here your biggest problem is likely to be negotiating the network of bridges when moving from island to island.

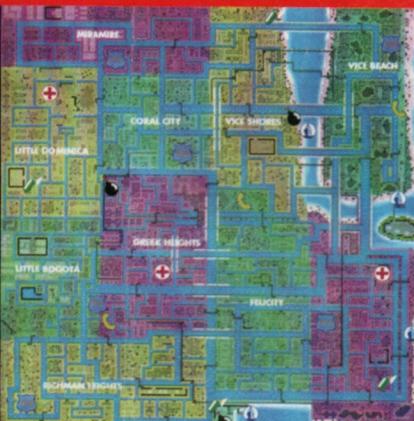
LIBERTY CITY



Vice City

The name gives you a clue to the fact this is actually Miami, with the added bonus of no Don Johnson strutting around in bad suits and no socks. Ugh!

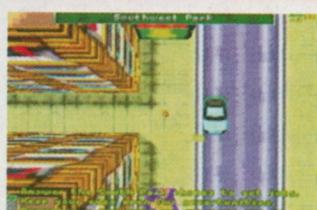
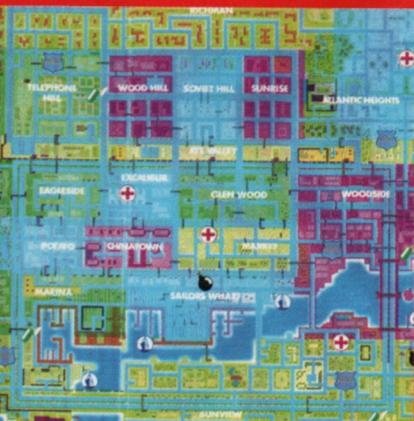
VICE CITY



San Andreas

Also known as LA. You can rip off those rich folks' runabouts then crush the suckers under their own wheels. Groovy!

SAN ANDREAS



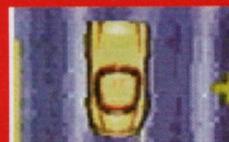
CRUISIN' HITS

Everyone knows the most important part of a car is the radio!

Challenger
Get with your bad self rap-style. Yo!



Jugular
Bangin' jungle. Feel the noise of Mr Bong.



Mundano
Wallpaper pop as listened to by dull parents.



Thunderhead
Some good old '80s style RRRock!



Pickup
Country chords for line dancing lovers everywhere



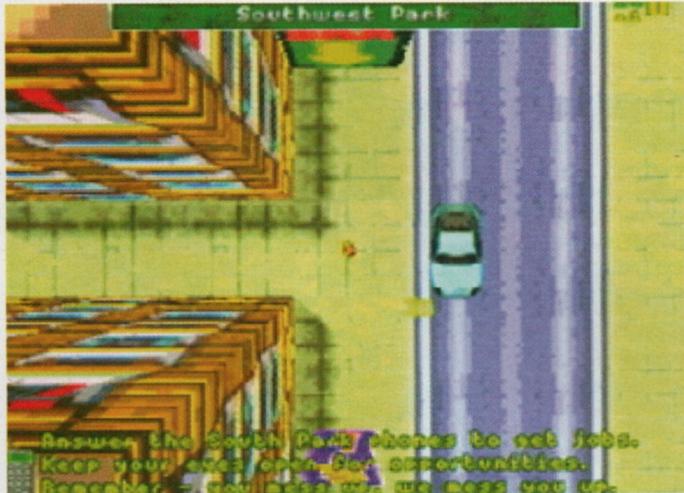
Squad Car
No toons, just the worble of police band radio. Car six-niner etc...



Sitting on the dock of the bay watching ships coming in and going back out...

begins in Liberty City – loosely based on New York with such areas as Kings, Brooklyn and Island City – which is quite clearly Manhattan, complete with Central Park area. In fact the park is your first port of call. On the southem-

most side are four ringing public telephones. Answer any one of these for a job from one of the city's crimelords. Once you have your instructions it's pretty much



I'm goin' down down down, I'm goin' down down down down down. I'm goin' down down down down, I'm... hang on – haven't I used this joke before?

yourself some transportation. As with any busy city, the streets are full of cars, trucks, buses and the like, all going about their business. If you see one that takes your fancy you can flag it down, pull the driver

you are at the minute: there are up to four police icons – zero meaning you're in the clear, one being minor offender and four making you public enemy number one. If this happens, expect to be pursued relentlessly, wherever you go. Police will try to bust you by heading you off and pulling you out of the car, or they'll gun you down. How you combat this is up to you. You can either come out all guns blazing or try to make good your escape.

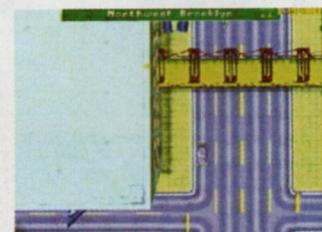
In keeping with the dodgy nature of the game, the language is also rather colourful – at least by console standards. It wouldn't raise any eyebrows on the telly after nine o'clock but it's bound to get a reaction in the normally over-sanitised medium of console gaming. It's not gratuitous or even particularly offensive but it fits in nicely with everything else in

creating a gritty, while still tongue-in-cheek, gaming experience.

People are sure to leap on this and start bleating out the

In keeping with the dodgy nature of the game, the language is also rather colourful

up to you how you carry them out. You start out on foot but Liberty City is a pretty big place, so the first thing to do is get

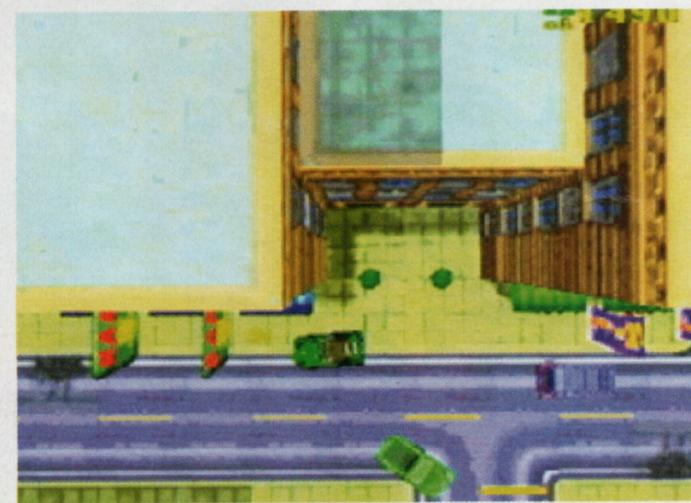


Like a bridge over troubled waters... concrete ones, obviously!

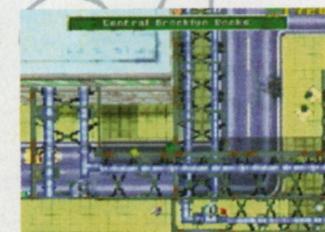
out and scream off leaving him lying in the road – or you can even run him over before he has time to recover and alert the fuzz! An on-screen arrow indicates the direction you need to go and with a roar of the engines you're off.

RAC

Crates can be found lying about town containing guns, body armour and other bits and bobs essential for a successful life of crime. There are also autoshops, where you can get new plates and resprays for your blagged motors if the cops are onto you. An indicator on screen shows how hot



Just the good old boys, never meaning no harm. Beats all you ever saw, been in trouble with the law since the day they was born



Straightening the curves. Flattening the hills

HELP IN THE COMMUNITY

There are a few handy items knocking about to make your life of crime a touch easier...



Info
Give tips for the current mission and hints on the game in general.



Crates
Can contain weapons and body armour – well handy!



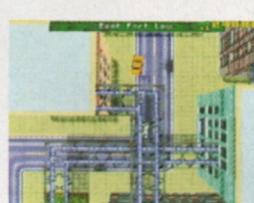
Auto Shop
You can get your car resprayed to fox the cops – if you have the lolly.



Phones
Answer the ringing pay phones for information on jobs that need doing.



Cranes
Make a few extra quid by flogging nicked motors down the docks.



What an attractive girder/road-type state of affairs



If you run out of ammo in a gunfight a passing van can come in very handy

familiar little-tattle. What they fail to mention is the fact the video games industry has grown up, not only in terms of size and monetary value, but the target

With their Flashy graphics and soundtracks, games are far more accessible nowadays

age-group as well. There is now a far greater number of 20+ gamesplayers than five or six years ago. With their flashy graphics and soundtracks, games are far more accessible nowadays to the previously uninitiated than they were in the past, and then there are the people who grew up with games in the eighties and have simply moved with the times. As with music and films, tastes change, and as we get older

we naturally look for more adult-orientated material. It happens in TV, books, films and music so why not in video games? The sooner people stop regarding the console as a toy and start calling it what it is, which is a home entertainment system in the same way as the TV and stereo, the better.

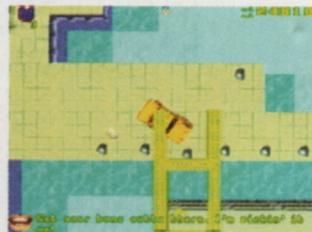
Alcoholics anonymous

In fact games are an all-encompassing entertainment package incorporating 'real' music and live action video into the interactive framework. *GTA* has one of the best soundtracks in a long time – and it's

more than just incidental. All the different cars have their own toon. For pick-ups it's good ol' hillbilly country vibes, the muscle cars play a groovy brand of rock – if you like that sort of thing. There's also rap, Prodigy-inspired trip-hop and disco beats. In fact something for all the family. You even find yourself deciding which cars to nick by what kind of moozic you fancy listening to!



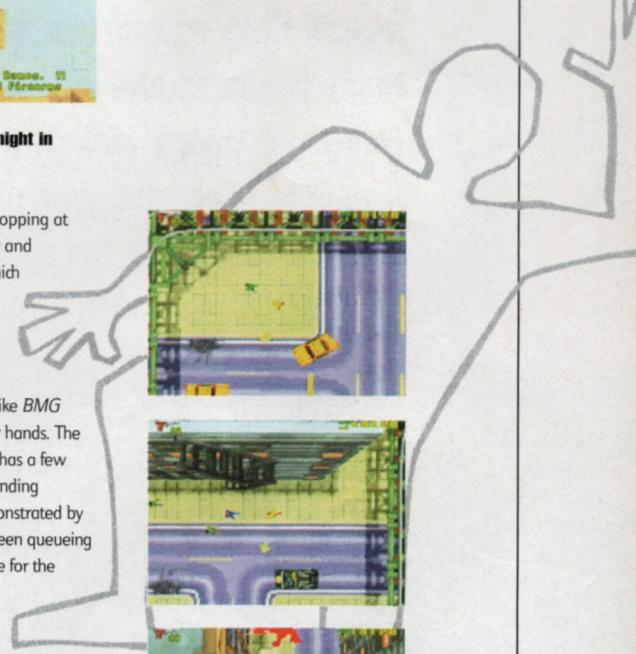
Someday the mountain might get 'em but the law never will. Making their way, the only way they know how. That's just a little bit more than the law will allow...



Uh-oh – looks like another night in the slammer awaits

The graphics aren't jaw-dropping at first look. They lack the fluidity and crispness of the PC version, which runs in hi-res mode, but once you start playing you lose yourself in the action.

Where it really counts is under the bonnet, and it looks like BMG have yet another corker on their hands. The version we've been playing still has a few bugs and glitches but the outstanding playability shines through, demonstrated by the number of people who've been queuing up to have a go every lunch time for the last week! The final code is currently in the hands of the BBFC, but we're confidently assured by BMG that the game will be released in full, uncut form – probably with an 18 certificate. Next month *GTA* will get the full rating treatment, but you can be sure it's gonna be one unmissable feast of violence, mayhem and, yes, swearing. As those Gods of '70s heavy metal, Judas Priest, once so poignantly said, 'Breakin' the law! Breakin' the law!' **Miles**



Another bunch of pedestrians ripe for a kicking!

IP OF PACIFIC COAST

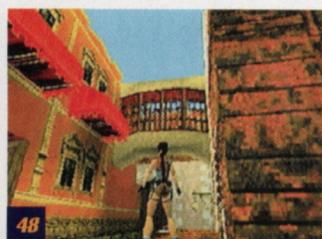
Publisher:	BMG	Price:	£44.99
Developer:	DMA Design	Released:	TBA
Players:	One	Game type:	Crime Sim

Reviews

■ 38 GT Interactive's conversion of the PC smash *Duke Nukem* has arrived – killing is his business and business is blooming. Take a look at the bizarre future through the eyes of the man who is going to put out the alien trash. What are you waiting for? Turn the page!

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Christmas is coming and the PlayStation shelves are getting fat, so let TOTAL PLAYSTATION sort out the quality from the crap that will be filling Santa's bulging sack. Read our words and remember them, after all Christmas comes but once a year and waking up to find your stocking filled with disappointment won't make it the season to be jolly, no matter how many 'fel a la's you can muster!

Happy yuletide and God bless us all.

MARK IT!



90 or more:
Any game earning a TP Direct Hit is an essential purchase for any gamer



80-89:
Fails just short of greatness but is still a must for fans of that particular genre



50-79:
Won't appeal to everyone due to certain flaws. Falls into the 'try before you buy' bracket



0-49:
Basically, only its mother could love it. Only desperation could make you touch such a thing!

IT'S TIME TO
KICK ASS
AND CHEW
BUBBLE
GUM...
AND WE'RE
ALL OUTTA
GUM!



DUKE NUKEM

Duke Nukem



Total meltdown

Move over Arnie. Step back Sly. The only Action Hero worthy of the name is here and he ain't afraid of no Quake! Who wants some?

He's back — and he's still bad! The hardest bloke in the history of video gaming — and the world in general for that matter — has been for too long an absentee from the world's favourite games console. Rumours of the Duke's impending arrival have been bouncing around the ether for months and now, finally, those rumours have been turned into totally toolled-up, excessively deep-voiced and macho reality. Get those muscles pumped up, pull on a sweaty vest and get ready to kick ass n' chew bubblegum!

For those not dued up, *Duke Nukem* is a wandering space mercenary, an intergalactic gun for hire, who makes those Men in Black look like a bid's Sunday knitting circle. He struts, he swears and he packs enough heavy duty firepower to equip any small Middle Eastern army.

Having just finished his latest job, our steroid-enhanced mega-dude was looking forward to a nice vacation, chilling out by



You'd think a vastly superior alien race would have the presence of mind to bugger off when the Doork appears on the scene. I mean, what chance do they think they have?



The bad guys can be divided into two categories — those who've been reduced to a bloody splat on the floor and those who are about to be



That's it — use the pistol against hardened alien warriors and a rocket launcher at close range on an unarmed stripogram



I've heard of kicking a man when he's down, but don't you think this is taking things a little bit too far? Just a thought

RICH SAYS...

Duke Nukem has always been a bit of a favourite for PC gamers and in my view, it was one of the only valid reasons for owning a PC as a games machine.

The PlayStation version is equally as impressive, especially with its link-up mode and graphics options. The game benefits from an analogue controller, too and with the sheer playability of the game you have a package that will make all PC owners pretty jealous.

Just hook your PlayStation up to a large screen, plug in the speakers and turn out the lights. Enjoy, kick ass and er, chew bubblegum.



Beg for mercy like the dirty dog you are, slimeball!

ARMED AND DANGEROUS

If you wanna Dook it up there with the best of them, you need to know your pipe bombs from your pipe cleaners. Here's a crash course in damage maximisation, *Nukem*-style!



Pistol – Best kept as emergency back-up. You won't get far with one of these alone



RPG – Now you're talking. Awesome rocket launcher but not to be used in confined spaces



Freeze ray – Freezes enemies solid. You then have a limited time to shatter them with a kick



Shotgun – Good 'n' powerful. Will take out most baddies with a couple of shots but slow to reload



Pipe bombs – The most powerful weapon in Duke's armoury – but don't blow yourself up.



Laser trip bomb – Used for booby traps. Emits an infra-red beam, detonating when the beam is broken

the sea, sipping Sangria and impressing the beach babes with his rippling torso. Then, wouldn't you just know it, an urgent SOS message arrives from ol' planet Erf – an alien invasion is under way and there's only one guy who can help. You guessed it.

So the Dook is gonna have to postpone that well-earned holiday and get back to doing what he does best: wasting extra-terrestrial slime!

After two obscure outings as a dodgy 2D platform shoot-'em-up on PC, 3D Realms' *Duke Nukem 3D* comes stomping into the third dimension and with one shake of his mighty forearm sends the rest of the *Doom* genre running for cover.

Worlds apart

The bottle takes place across four worlds, each split into a number of sections. Each is packed with bad guys, power-ups and tricky puzzles a-plenty. It's no good just relying on having the fastest trigger finger in the west (and east, north and south for that matter) – although you'll need it. However our friend the Dukester has, from time to time at least, got to engage the old grey matter for a spell. After all, some problems can't be solved by brawn alone – not even



Chain gun – Deadly rapid fire weapon but runs out of ammo very quickly



Devastator – Fires salvos of miniature missiles. Very powerful but again, ammo doesn't last long



Shrinker – Shrinks baddies to a fraction of their normal, so they can be squished under foot

LET'S MAKE MOVIES

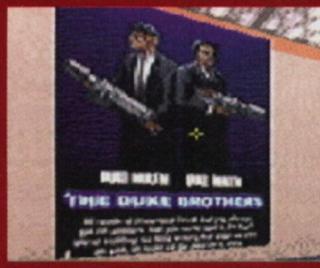
If ever the *Duke* fancies taking in a movie there's plenty to choose from!



Attack of the Bleached Blonde Biker Bimbos
- Probably not the sort of thing the kids'll enjoy



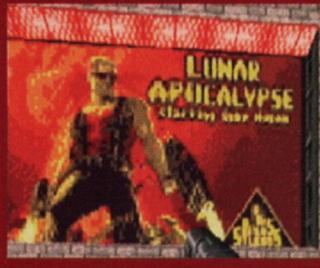
Reservoir Pigs
Tarantino would turn in his grave - if he was dead!



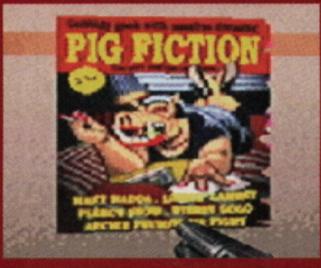
The Duke Brothers
They're on a mission, but not from God



Sister Act III
I don't think Whoopi Goldberg is in this one



Lunar Apocalypse
Duke himself in his first starring role.
Arnie who?



Pig Fiction
Poor old Quentin must be getting quite dizzy by now

by the rocket bloke to have ever walked the planet.

Duke's ship crash-lands in the heart of seedy LA, which has already been over-run by the alien menace. The battle soon moves off the street into a pervy cinema and on to dodgy nightclubs, complete with dancing girls quite happy to flash their shirt potatoes for a couple o' quid. Yep - all the slightly risqué elements of the PC version are there to be enjoyed. Yummy!

As the action moves on, Duke has to negotiate a prison and finally head up into the mountains where he'll confront the first alien guardian - serious violence required.

After ridding the City of Angels of its ET infestation it's up, up and away to a space station, high up in orbit around the planet. Formerly a scientific research centre, the place is now under control of the alien menace, from where they're co-ordinating their invasion. New and even nastier creatures lurk in the dingy shadows and you're sure to spot ideas borrowed from *Aliens*, such as rooms filled with pulsating eggs which - if not destroyed immediately - hatch into horrid grub-like nasties.

Fortunately the station's previous occupants have left plenty of big weapons stashed in armories about the place, so a bit of exploration is well worth the effort. Watch out for the high-security systems though - there are wall-mounted guns, as well as self-detonating, explosive homing drones which have been re-programmed by the aliens to attack anything human that moves. This means you, my friend!

Terra terror

Back on Terra Firma once more, amid the skyscrapers of the aptly named Shrapnel City, the aliens are starting to get really mad - the Duke needs all his butt-kicking skills to



Does anyone know if there's Lloyds cash point around here?



The cinema is crawling with slimy, unpleasant creatures trying to look hard. No change there then, eh!



None shall pass. Aaaargh! Ha, 'tis a mere flesh wound. Now come over here and I'll bite your ankles



For the last time, if you will insist on firing that thing inside I'm going to be forced to take it off you. Now get outside rascal

BEHIND THE SCENES

Duke takes time out from his punishing schedule of posing, swearing and kicking alien ASS to get up close and personal with the people who made it all possible. Worra bloke!



CANNON FODDER

A little taster of what to expect from the invading alien menace...



Lizard Men

Pretty tough and armed with chain guns. Take 'em out quickly or it's the pushing-up of daisies for you



Pig Cops

The second most common enemy. Armed with shotguns and quite strong but shouldn't present too much of a problem



Flying Pig Cops

Their ships have side-mounted chain guns and speed makes them hard to hit. Luckily they're quite rare



Mega Boss

One of the Shrapnel City guardians. You'll battle him in an American football stadium but be warned - he is rock!

DUKE-'EM-UP

The PlayStation version of *Duke Nukem* features all new levels based on other famous PlayStation games. Here are a few of them:



Resident Nukem

Resident Evil-like mansion complete with lurching undead Pig Cops



Duke Raider

Lara Croft wouldn't last two minutes in a one-on-one with the Dookster!



Duke 2097

Various Wipeout-style graphics and one of those Prodigy-esque soundtracks



The Devastator makes extraterrestrial sushi of the average alien nasty in the time it takes to pick your nose. Try it and see.

stay in one piece, as he confronts the last waves of alien scum.

And those are the three worlds which went to make up the original PC version but within each are new levels, designed exclusively for PlayStation. Pretty cool, eh. But there's more... aaaaargh! Get thee behind me, oh Jimmy of Cricket... er, sorry!

Where was I? Ah yes, more new levels, I mean. In fact there's a whole 'nother world, ominously titled Plug and Pray - however there's a slight twist. All the Plug and Pray levels are actually based on other PlayStation games. The office favourite is the *Resident Evil* one, resplendent with zombified Pig

Cops. See how many other influences you can spot!

On the PC, it has to be said, old *Duke Nukem* is getting pretty long in the tooth. In a market constantly pushing forward at such a rate that hardware which was state of the art six months ago is now almost redundant, games tend to age quite badly. Indeed graphically *Duke Nukem* on PC has been left for dead by *Jedi Knight (Dark Forces 2)* for example. What nothing else has come close to doing though is capturing that unique mix of OTT fun and tongue in cheek violence, which keeps players scrambling back for more, despite the arrival of the likes of *Quake 2*.

Come and get it

The PlayStation has a different market, with different demands, but even so the graphics do at first seem a tad pixelly and dated. There's a filter option which smooths them out by adding a very slight blur, and whether you choose to use this or not is of course entirely down to personal preference. Gameplay however remains second to none.

This isn't so much of a conversion, as a straight port of the PC game - albeit with the new level added - which means everything which made the PC version such a classic is here for all to admire. All the macho *Duke*-speak, which never fails to crease you up and the dancing girls who'll show you their charms for a few quid in the hand. Yet the strictly Michael-extracting atmos negates any sort of real offence which could possibly be gleaned, by even the most cynical moaner.

Duke Nukem is just exactly what the PlayStation needed at a time when originality is at a premium and we seem to be getting washed away in a tidal wave of increasingly uninteresting racing games. With the exception of *Alien Trilogy* and *Doom* - if you're not totally sick to death of it by now - the machine lacks a really decent first person shooter, but *Duke* deserves more than to be thought of as simply another *Doom*-game. There's nothing else like it, anywhere.

The attention to detail is phenomenal with all sorts of little touches, so just when you think you've seen everything it has to offer, something happens that makes you



Floating fatties

Again quite rare but they're very tough, taking two rockets to destroy. They also carry rocket-launchers themselves - so don't hang about



Assault troops

The foot-sloggers of the invasion - these guys are weak, needing just one shotgun hit and they only carry pistols



LA Boss

The guardian at the end of LA Meltdown. Use the jetpack to stay out of his way and have plenty of rockets in reserve



Hey, don't bother to get dressed love, you're next!



Big Macs never look like the pictures in real life, do they?



My, who is that handsome looking fellow. Aw shucks...

JAMES SAYS...

Mr Doom, get the hell outta here tough guy – Duke is here and he's not taking any prisoners! After a long and prosperous reign, Doom has lost its crown to GT Interactive's impressive conversion of Duke Nukem. Sadly it's not quite up to the standard of the Saturn version, but the playability, adult humour and naked ladies remain intact (Phew!) and that's what it's all about!

Yet another worthy addition to the Christmas must-have list – 'tis the season to be broke!



And to round off, a couple more gratuitous pictures of girls without much on and looking rather undefended

JOHN SAYS...

Duke Nukem has always been one of my favourite games on the PC, but after the disappointing conversion of *Doom*, I was a bit sceptical as to how Duke would turn out on the PlayStation. I needn't have worried

though, as GT have done a superb job. With dozens of levels, many of which are exclusive to this new PlayStation version, an excellent arsenal of weapons and familiar graphics, this is easily the best first person shoot-'em-up available on the PlayStation.

step back and go 'Woah!'. The level layouts are similarly outstanding, always keeping both brain and trigger finger well exercised. Just when you think you're hopelessly stuck everything suddenly falls into place and it's on to the next challenge. The size of some of the levels seems daunting at first but once you're in the swing of things, it just adds to the experience...

Dukematch made in heaven

The icing on the cake is the two-player link-up. As if there was any chance of getting bored playing on your own, going head to head in a Duke-match is quite simply the most fun you can have with your PlayStation (and a friend's, obviously). The satisfaction of seeing a rocket blast straight into your (former) best mate's head and watching his various body parts fall to the ground, in a gruesomely spectacular shower of blood and entrails, can hardly be conveyed in mere words!

If this all sounds a bit on the arse-licky side, you're probably wondering what's the catch. Well, the graphics, as I mentioned, aren't brilliant. Control can occasionally feel a bit heavy and sluggish. The game was originally designed to be played using a mouse and keys. However if you're not a regular player of PC games you won't notice the difference anyway. Other than these two relatively minor points, I'm going to stick my neck out and say you can't find anything in Duke to fault.

Brilliant isn't a word I'm in the habit of bandying about, especially when it comes to games. To sound like a bluff old cynic for a minute, I've seen enough games come and go in my time that it can sometimes be hard to get excited about them. Then, every so often, along comes something which totally re-establishes my faith in the whole business. *Duke Nukem* is just such a game. Rough, tough and impossible to put down. This isn't a worthy purchase for anyone's collection – it's a necessity! **Miles**



Yet more sordid scenes in an LA peepshow. Respectable people wouldn't be seen dead watching such filth. Only judges and members of parliament!



TP Ratings TOTAL PlayStation

If I get the chance of reincarnation, I want to come back as Duke Nukem!

Publisher: GT Interactive

Developer: 3D Realms

Players: 1-2

Game type: Shoot-'em-up

[GRAPHICS] 81

[SOUND] 92

[PLAYABILITY] 96

[OVERALL] **95**



Test Drive 4

One, two, off-road, and now this. Has the *Test Drive* series come of age at last? Only TOTAL PLAYSTATION has the answer...



I guess that'll be the start of a race then



Cor, what impressive looking skidmarks, snigger!



Barriers are actually there for a good reason, believe it or not.



It's alright — I don't think the fuzz noticed your tax disc

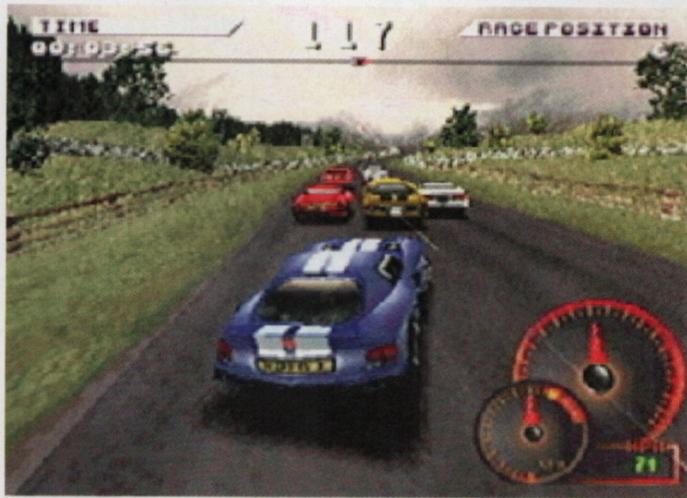
Tif you're the type of person to get excited about words like throb, gear and hot rubber you've come to the right place. This is the place where high speed road-racing and poor quality innuendo come together like Michael Schumacher and Jacques Villeneuve in a slow right-hander (oo-er)!

Test Drive 4 follows in the footsteps of *Test Drive Off Road*, published by Eidos who then discarded the license, and two prehistoric Amiga titles. Don't be put off though, because the people behind *Test Drive 4* are none other than Pitbull Syndicate — the team responsible for *Destruction Derby* and *DD2*. To be honest, after *Off-Road* I'm surprised the *Test Drive* brand has been retained but it has and that's about the only common ground between the new game and its predecessors.

We're off around the world for some multinational tyre-screching action in a series of highly illegal white-knuckle races, risking life and limb all for some poxy cup... I mean glory, adulation, etc. Quite why these races are taking place isn't made entirely clear but then again, who needs a reason? No matter how much plot you dress a driving game up in it doesn't stop being a driving game.

Lazy bloke

It does make life easier for the likes of me though, 'cause it helps fill a few



Oh joy. At the back of the pack, as usual in *Test Drive 4* due to the insane difficulty level. Moan, whinge etc...

hundred words of the review, but then I don't suppose you'll be very interested to hear that.

No matter how much plot you dress a driving game up in it doesn't stop being a driving game

There are tracks from various countries around the world, each with their own dangers and pitfalls to negotiate. The first

England where narrow country roads are the order of the day. Two lanes all the way don't give much room for error, especially on those



It's always the same at junctions; everybody stops, looks at one another, then they all go at the same time and... CRUNCH. D'oh!



It's alright — I saw Burt Reynolds do this in *Smokey and the Bandit*, or was it Cannonball Run? Damn... I've crashed

open up the throttle. More space means less crashes, but at the kind of speeds you can reach on such open roads, when you do crash you'll certainly know about it, especially when powering down the famous Nob Hill.

After that it's back to Europe and snowy Switzerland. Whizz through the windy streets of Bern, onto vertigo-

inducing mountain passes and dark, narrow tunnels with all sorts of careful drivers lurking in the shadows. A trip to Kyoto soon has you wondering whether the Japanese are aware of the shortest distance between two points being in a straight line. Instead they choose to weave their roads all over the shop which leads to



If the roads are a bit congested, the pavement makes an ideal alternative

some nasty blind spots and as a result many accidents. Maybe that's why the course takes a detour through a shopping mall at one point! The final destination is Washington DC which is, oddly, probably the easiest of all the tracks. Mostly shallow bends, wide roads and a great long straight at the end where you can always make up a few places.

Cup cakes

There are options aplenty to keep the easily bored from turning off. Three different cups offer differing challenges depending on the sort of mood you're in. Each has subtle differences. In the Challenge Cup your times for each of the five courses are added up, the winner being whoever clocks the lowest total time. Championship Cup works much like the *Formula One* Drivers Championship with points awarded for final placing in each race — ten for first, six for second and so on.

In default mode the roads are filled with innocent motorists and coppers none too pleased at your high-speed shenanigans. If they get in front of you they'll slow you down to a halt, wasting valuable seconds. However they make things so tricky you'll be relieved to hear they can be turned off in the options menu.

The best feature though is a link-up option. Hurrah!

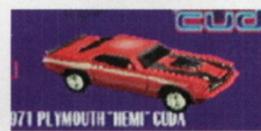
Now, for those of you bored of all the usual Ferraris and other assorted supercars, TD4 offers classic muscle cars ranging from



It's raining, it's pouring, the old man is snoring. And look at that bloke in the Mini — he's dozing off n' all

CLASSIC CARS

Which of these throbbing beasts would you like to take for a Test Drive?



**RICH SAYS...**

Electronic Arts don't have a great history with racing games. After the two *Need For Speed* titles I had virtually lost all hope. But, being a pessimist has its joys, and when *Test Drive 4* turned out to be quite good I was pleased. The selection of cars is similar to *Need For Speed* but they move convincingly and the game is actually fun to play. The graphics are realistic and combined with the playability it puts quite a few racers in the pits. It's just a shame it's so hard.



Doh, looks like a bit of driver error-type stuff!

TP RATINGS**PlayStation**

Publisher: Electronic Arts
Developer: Pitbull Entertainment
Players: 1-2

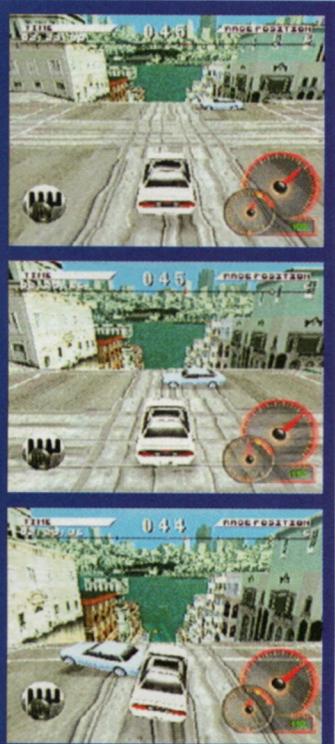
Price: £44.99
Released: December
Game type: Racing

[GRAPHICS] 91
[SOUND] 79
[PLAYABILITY] 86

[OVERALL]
83

SHAKE, RATTLE AND ROLL

The famous Nob Hill in San Francisco is a great place for building up some serious speed, but watch out for the crossroads or you could end up as automobile sushi!



an AC Cobra and '69 Camaro to Corvettes and other classic American roadsters. Admittedly there's an XJ220 in there if you want it, but that's up to you. It pays to figure out which cars are best suited for each track. After all, the big American monsters aren't ideally suited to the winding lanes of leafy England.

It doesn't take long at the controls to notice the similarities to *DD2*. The cars handle in very similar fashion, and those spectacular *DD2* crashes aren't far away either. In fact they're even more commonplace due to the nature of the courses. Those in *DD2* were fairly wide with mostly long, sweeping bends and that was tricky enough. This is just plain manic!

U got the look

The visual similarities to *Need for Speed* are plain to see and *TD4* follows closely in its open road-racing footsteps, minus the rough edges. In fact this is to a large extent what *NFS2* should have been. The different cups are a nice idea, there are plenty of options for customising things to your liking and the overall impression is certainly a polished one. Sadly the difficulty curve, or lack of it, stops the little fella short of

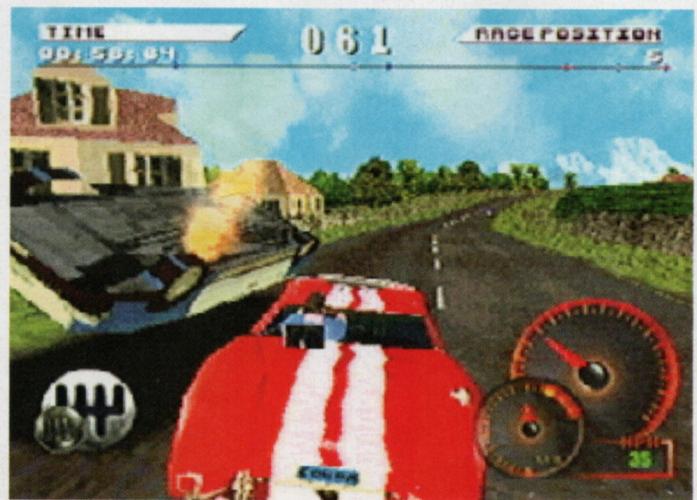
greatness. Call me crap bloke, but this is one of the toughest racers I've played in many a moon. Slowing down through the corners generally means the computer cars sailing off into the sunset, while mastering the powerslide is a task in itself. Things are

Call me crap bloke, but this is one of the toughest racers I've played in many a moon

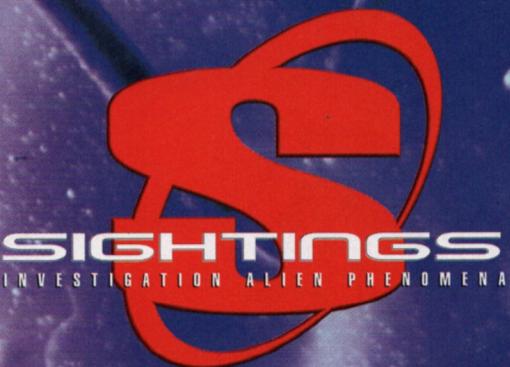
made more tricky by the fact the computer cars stay fairly bunched up and drive in such a way so they don't get too far ahead or behind. This is good in that it makes the racing more competitive, but you can be leading and one smash will see you drop right back to last – highly annoying.

For all its niggles though, *TD4* has one enormous saving grace in the form of the excellent link mode. With the likes of *Duke Nukem*, *Z*, *Total Drivin'* and now this the old link cable seems to be back in fashion. Split-screen multiplayer can

never compete with linking up and here it works an absolute treat, especially with all the potential for spectacular crashes. If you don't have any friends you can knock about five per cent off the final score, but for two-player racing action *Test Drive 4* is hard to beat! **miles**



And let that be a lesson to you. In future remember who you are and who the hell owns the roads round these parts



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IN ALL GOOD NEWSAGENTS

SIGHTINGS

A new generation in Alien Phenomena

Tomb Raider II



And now, the moment you've all been waiting for...

The game which in 1996 created the most intensive media blitz ever from an English game has a sequel. And a FHM cover, movie and Dave Stewart produced album in the works. Forget the rest – and play the game.

The hit of '96 has come again but, this time at least, expectations are running high, with little preview information available to the press and the doors of Core's development department being firmly shut to prying journalists such as your informant when I visited the Derby based coders.

It had to happen, didn't it? The success of the original *Tomb Raider* made a sequel inevitable. The question that most people want answered – neglecting the fools who hanker after a certain cheat – is 'is it good and is it different to the original?' The first part was particularly important, as the sequel introduces larger environments and new gameplay elements. Both could potentially spoil what was originally a very good game, which had some excellent scenes. Jumping off a platform onto a crumbling wall and hanging on with your fingers was a movie-like set piece, complimented by the double-gunned



Lara contemplates mounting the red skidoo and then goes on a magical journey in the snow. Vehicles are a central theme of *Tomb Raider 2*, making it better than the original

shooting sections and the tranquil underwater adventures.

Tomb Raider II starts off where the last adventure left off. Lara is still cast as the feminine Indiana Jones-style woman packing

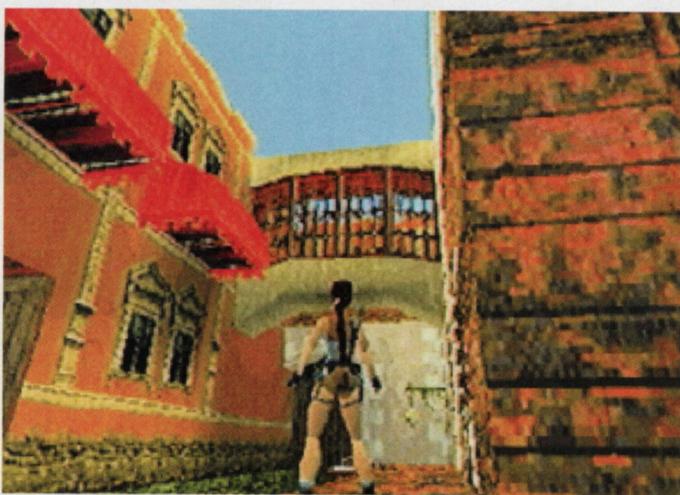
powerful, apparently, although it doesn't actually turn you into a scaly, fire-breathing green beast. The only problem is that the blade has been stolen from its resting place in the Great Wall Of China. Lara is in

It had to happen didn't it? The success of the original Tomb Raider made a sequel inevitable

the usual variety of guns and first-aid kits. The plot revolves around a mystical blade, which gives you the 'power of a dragon.' Yep, the Dagger of Xian makes you quite

competition with two other organisations who are after the dagger. This generally means that some nicely rendered FMV intros will set the scenes and the enemies will consist of more than angry wolves and wandering bears.

At first look, things look quite similar to *Tomb Raider*. A nice FMV sequence introduces the game options. Going into practice mode is like stepping onto an army assault course, with high platforms and scramble nets galore. A timer ticks away at the top of the screen as you make your way across the Gladiator-like range of obstacles. A high tension wire can be descended and amidst all this malarkey an aged butler stumbles around with a silver tray. Lara's home can then be entered, and as you will no doubt be pleased to know, the stranger aspects of the house can also be visited – such as the toilet. Although the practice mode is intended to be a spin off as a tutorial for *Tomb Raider* virgins (those ones who want that cheat) it's great fun to return to in order to better your time.



The scope of the landscape is stunning at times, with the in-game camera providing some very artistic views whilst remaining functional for the rapid gameplay

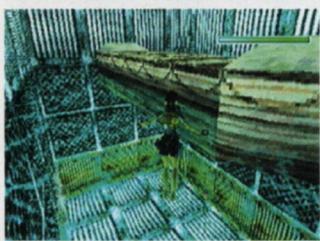
Do you remember the first time?

The first level of the game is a cave themed level which looks very similar to the first game. This is deliberate though, and sets the scene for the more complex levels, letting you get to grips with Lara's new found moves. Wading is now possible as you approach the water and scrambling across walls in true Spider-Man fashion is a brilliant touch and makes you realise how frighteningly close Lara's abilities come to those of Mario. This is testament to Core's ability to cater for the gamer rather than a publisher. The sound effects in *Tomb Raider II* have also been improved over the original, while the music is still of the same excellent standards especially on the dedicated underwater level.

After the starting level, the game progresses to Venice for some sumptuous buildings, swimming scenes and large men. With guns. The human contingent of *Tomb Raider II* come wielding large guns, and for a minute *Tomb Raider* turns into *Quake*. Muscular men leap about while dobermanns lunge towards you. A quick interval with the shotgun solves most problems though. Fans of *Resident Evil* might spot a few elements of Capcom's title seeping into Lara's world too. After the first couple of levels, a Venice mansion will need to be visited and it appears to be like the main one in *Resident Evil*. Influences like this take *Tomb Raider* to new heights. The levels seem much more open and the freedom afforded by the graphics engine is superb, kicking more recent cutie platformers into touch.

The levels seem much more open and the freedom afforded by the new graphics engine is superb

Real time lighting effects are a prominent feature of *Tomb Raider II* which make the caves and outdoor scenes seem much more realistic. Flares



Lara's new abilities ensure a new range of poses occur frequently

THE BUTLER, THE MANSION, THE GIRL AND THE SHOWER

Venture into practice mode and your zombie-like butler will stutter while you traverse the assault course and try to reach your house. A tutorial voice-over from Lara tells you what to do while you try to do it. Once in your house, it serves as a sort of indoor tutorial and needs to be played at least twice – if only for the Krypton Factor style wire descent and scramble nets.



can be held while you wander down darkened corridors and they emit a

glowing red glare. They continue to do this even when dropped and are genuinely helpful on sections where you are practically blinded by the darkness. Other graphical and gameplay highlights include the speedboat, which turns up as a vehicle on the Venice stages and allows you to control it fully, with 360 degree swirls and all the assorted tomfoolery of speed boating – such as holding lit flares while driving. You can jump in and out of the boat whenever the need takes you and either walk on the land or swim from where you've parked the boat.

To conclude, *Tomb Raider II* is an epic platformer with enough new bits and pieces to keep aficionados from moaning, with the game feeling like a better version of an old friend. *Tomb Raider* virgins will embrace the game with open arms. Which leaves me to conclude that, along with *Final Fantasy VII*, *Tomb Raider II* is going to be extremely large this Christmas. **Richard**

MILES REALLY SAYS...

After all the hype and PR overkill, *Tomb Raider II* is finally here and I can't help thinking it's almost blown out its own storm. Is it good? Certainly. Very good in fact. But then it was always going to be. After the success of the original a more subtle marketing campaign might have paid off, but with a constant barrage of new Lara images, screenshots and blurb I get the feeling people are going to be expecting a lot more than *TR II* delivers. Despite the addition of a few vehicles and more action it's still basically more of the same. Better than the original, but not quite the showstopper we'd hoped for.



SPEED

When you first encounter the speedboat, it's locked away and you can only drive it within the confines of a very small room. Unlock the gates, however and the river becomes a raceway. The sound effects of the boat are excellent and the convincing movement of the boat really gives a proper feeling of speed.



IP RATINGS Total PlayStation

An epic fusion of matured gameplay and stunning new graphics

Publisher:	Eidos	Price:	£44.99
Developer:	Core Design	Released:	November
Players:	One	Game type:	3D Action Adventure

[GRAPHICS]	94	[OVERALL]	93
[SOUND]	92		
[PLAYABILITY]	94		





Broken Sword 2

The return of George Stobbart and his girly-girl Nico provides a second slice of point and click adventure action, in a classic comic book style fused with film noir and er, red knickers, sacrifices and drug smuggling.



The intro is very ambiguous and a bit grisly in parts

Broken Sword was one of the best point and click adventures of 1996. On the PlayStation, it was the best point and click adventure, surpassing *Discworld* with its higher-res comic book animation. The mythical plot, twinned with modern day James Bond-esque adventure, made it a popular choice for those wanting point and click satisfaction. The developers, Revolution, had already gained a reputation in the genre, with both *Beneath A Steel Sky* and *Lure Of The Temptress* being distinctive classics.

Broken Sword 2 carries the plot along from the first game, which dealt with conspiracy, Columbo-like police chiefs, ancient Egyptian artifacts and European locations. It was all very jolly, but some found the detective exploits of George a little too pedestrian. *Broken Sword 2* amends this by making sure things are more up tempo for the budding Indiana Jones. Firstly, you visit a dodgy house and your host doobers your girlfriend Nico and runs off with her. You don't escape the violence either, being hit about the head and tied to a chair in a burning room complete with large spider. The arrow cursor then appears and asks you to take control. Game on.

Lord of the dark

Point and click adventures have quickly become popular due to the accessible original *Broken Sword*, which blended



George and Nico stumble into Noel's House Party. Arrgh



A fire by the door. The windows look very appealing

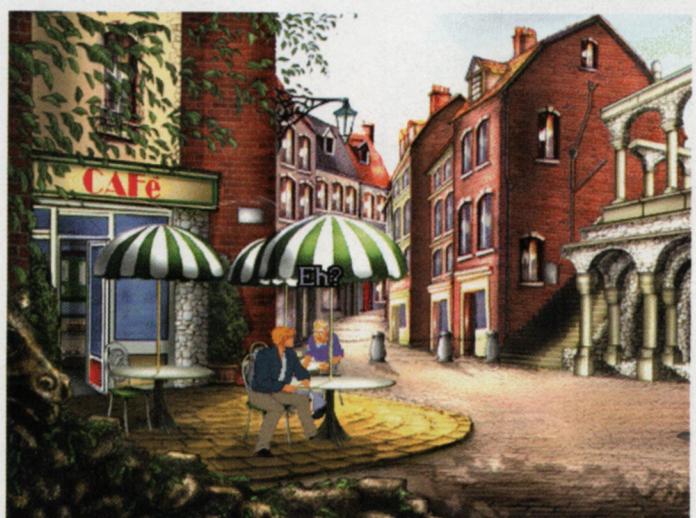


Down at the docks, favours for sailors, etc. George investigates the small shed to the right while the crane looms ominously above him. Run away!

LucasArts style gameplay with new plots and some simple interfaces. The voice-overs were of radio broadcast quality and contributed to the realistic feeling of the game. Reading small on-screen characters wasn't required anymore. It's just as well, given the urgency of the quest.

The plot of *Broken Sword 2*, subtitled *The Smoking Mirror*, centres around an ancient South American Mayan civilisation

which believes that the world moves in cycles and that when it reaches the fifth cycle, the world will end. This prophecy involves a person named Tezcatlipota who is, allegedly, The Lord of Darkness. Spooky stuff, even if he does sound like a snack food product. Their beliefs also involve further nasty habits such as grim sacrifices and organ removing sessions but we'll spare you the details. In the interests of not



A familiar coffee table conversation with the policeman from the original game. He's lost his job and is an alcoholic. Steal his illegal alcohol and save for later



The scale of environments such as this mean that loads of small items can be hidden anywhere. The colour scheme on this shot is pure comic book, note the use of primary colours and idyllic skies. On the other hand, find out where the hell your character is

wanting to spoil the story, of course – not that we would go into gory detail, either.

The French Connection

You instantly see that little has changed graphically, with the main screen appearing in widescreen format and icons appearing in the top border. The options have become more extensive, allowing you to vary music, effects and voice levels in-game and toggle the speed of the cursor. The central hero, George Stobbart the clean cut American bloke, still looks like a sixties comic book character with his neat array of chinos and pull overs. Similarly, Nico, the French romantic diversion and independent person who needs to be rescued, is the same: heels and short skirt are regulation for the sassy lass who now has (cue dramatic

piano) split loyalties between George and her ex. But, to George, she's still the same person she always was, ahem. Oh, except for a new hair cut which will excite many, I'm sure, given the attention paid to the locks of Lara Croft. Her gruff French accent is still here and George's cringeworthy

elsewhere. Early on, you see Nico being tormented by her rogue captors and it gives you an inspiring peep ahead. These flashes create a narrative flow that makes the game more entertaining and while there are large chunks of speech to sit through, it doesn't seem boring because

George Stobbart, the clean cut American bloke, still looks like a sixties comic book character

quips can still be heard frequently.

After a couple of hours of playing it seems that the developers, Revolution, have made the game seem more like a story or a movie episode at least. There are 'meanwhile' signs which flip to cartoon interludes, which show you events

you know it's all relevant and missing that vital clue could be fatal – literally. If you don't stop the tarantula at the start of the game within a set time, it will come and kill you.

The locations are varied and although the graphics aren't as pin sharp as the PC

CRAFT SLICES

The hand-drawn art of *Broken Sword 2* is well crafted and each scene is just a piece of the storyboard collection of images. The attention to detail on buildings as well as the smaller items of the game deserves credit. You can draw parallels with earlier Revolution games such as *Lure of the Temptress* and the different countries all have a very accurate style. Animation wise, the characters all have their own traits. George is a typical slightly pompous tourist, while other characters range from the retired grumpy police officer from the first game to the drunken journalist who sways around the art gallery. Don't worry, it's not a member of the TP team. The man in question is old and fat and besides, we don't go to France often.



CECIL'S CREATION

Charles Cecil is essentially the brains behind the plot of *Broken Sword 2*. He likes to research his subjects meticulously and all the Maya-related business you'll encounter is based upon his readings. *Broken Sword 2* could be termed true, in the slightest form of the word, but is more of a mix of appealing history and some nice new modern elements. Strangely though, there aren't any major net surfing info wars, so typical of recent Hollywood films. It's unlikely that you'll have to use anything much more complex than a telephone for your investigations. This old fashioned, almost film noir feeling of the proceedings is original and places the game miles away from others in the genre.



This is George's dad and George is on the table. (JOKE)



"Hello, My name is George the Mole and I live in a hole." 'Ol, I'm a fat bloke and I'm gonna make you choke.' An unwelcome entrance for Georgy boy



Nasty people with long hair are everywhere



The dark bamboo confines of a quaint seaside house shows a shocking choice of bed linen and kitchenware. Go to Habitat and get that House Beautiful subscription

version, they are still excellent in their still form and the cut scenes are just about cartoon standard.

The problem that the original suffered from, which this sequel also shares, is that smaller items are harder spot because the graphics aren't in PC style hi-res. Even on a 21" TV the objects aren't obvious to spot. A good example is the drawer in the first room of the game. You can open up the top of a writing desk but just below the top of the desk is a minute drawer. The drawer reveals a pot and a vital key, but is very difficult to see. If you do get stuck in the game, more leading dues are given when

appear that you can't control, the game will switch into cut scene mode, showing a cartoon rather than some uncharacteristic sprites. You can read things like facial expressions and see who's doing what at this stage, so it furthers the idea that you're looking at a film and influencing it slightly.

Console converts

Icons appear inside the large borders and show everything that you have collected so far. In the first half hour of the game you will have collected a lipstick, a bottle of Tequila and some red lower lingerie. This sequel asks you to

When key conversations appear that you can't control, the game will switch into cut scene mode

you click on objects in your possession. This helps, but you'll almost certainly find yourself referring to a solution at one point. It goes with the territory though, and it isn't as bad as the non sequiturs in the mad *Discworld 2* with its er, 'donkey/vegetable/rectum puzzles,' as James said in his review.

One thing which has been made clearer is the arrival of key conversations between people. When key conversations

investigate objects in detail and if you look at objects they may reveal further objects – a newspaper reveals a news clipping and things like pots reveal keys. The gameplay is essentially linear but does give you a number of areas to visit – the tranquil starting location of Paris and its art galleries gives way to film sets and the like. Exiting a location will usually mean choosing between a number of locations icons that you could

GEORGE AND FRIENDS

Anyone who has played the original *Broken Sword* will be aware of the individual characters that appear in the game. The helpful police officer from the first game appears here as a retired, drunken and pessimistic wreck. Nico's ex-lover is an "obnoxious sleaze ball" according to George, but to us he is a shorts wearing, ponytailed pillock. There's a fat bloke on the docks too, but you probably don't want to speak to him much.





"...Just keep on walking, woh-oh-woh-yeeah, Relight ma fire, your love is ..."

visit. These aren't always clear though, with the early art gallery being depicted as a large window.

This type of adventure has only really been embraced by the PlayStation in console terms – mainly because of the fact it has a CD drive which has plenty of room to store the hundreds of images and animation frames. The voices come straight off CD too and the famous musical score returns. Composed by Barrington Pheloung, the man behind the music for *Truly, Madly, Deeply* and *Inspector Morse*, the score is very cinematic and changes constantly. It really is worth cranking up the volume for the full atmosphere. The volume levels can be fiddled with so that the right balance of music and voices can be chosen. There's the option for text to appear as well, so everybody seems to be catered for. It's worth noting that the PlayStation mouse, recently bundled with Oceans' *Transport Tycoon*, is supported and makes play more fluid – especially if you're used to using one at work or (cringe) a PC. The new one handed pad from ASCII, called the 'Grip', would also be useful for the game because you will spend ages at the screen. The game probably takes at least 30 hours to

complete and you will need that spare hand for beverages and, depending on your tendencies, crisps or chocolate.

Breakdown

The fact that *Broken Sword 2* is a PC game at heart makes the PlayStation version a bit special. There are lengthy loading times, though, but when you consider that you can just stick the game in your PlayStation and play, it's a forgivable flaw in comparison to the PC version. The essence of the game lies in its home computer origins and still stays intact for the PlayStation.

Budding adventurers have quite a few titles to choose from this Christmas including *Discworld 2* and the awe inspiring *Final Fantasy VII*. *Broken Sword 2* has carved a niche for itself though, and remains a highly polished PC port that should delight fans of the genre and will probably draw you in even if you aren't. A great game that should definitely be on your Christmas list if you liked the original – after *Final Fantasy VII* of course, which should be at the very top of the list. Unless you are an adult, by which case you should've bought it by now and snapped up *Broken Sword 2*. **Richard**

MILES SAYS...

The PlayStation's biggest and best point n' clicker is now bigger, better and, dare I say it, clickier than before! Haters of the genre will be hugely disappointed to hear all the classic elements such as sarcastic talkie soundtrack, cartoon graphics and puzzles ranging from the simply logical to the slightly bizarre are all present and correct. In fact there aren't really any new ideas at all so be warned, innovation fans. Experienced p' n' c players might find it a bit easy but for me the completability factor is just another recommendation to buy it.

THANK YOU FOR THE MUSIC

Music in *Broken Sword 2* is composed by Barrington Pheloung, professional composer and all-round musical maestro. The presence of cinematic composers working on PlayStation games is a positive movement for English games. Japanese games have, for many years, had musical scores created by famous composers and even normal game music composers have risen to fame. The *Castlevania* games are one such title while the *Sega Streets Of Rage* series also has its highlights. More recently, *Final Fantasy VII* has amazed players with its blend of CD streamed music alongside its chip generated tunes. *Broken Sword 2* does an admirable job of providing a soundtrack, especially as the game is on a single CD.



Uh Oh. Shorts and shades must mean that this bloke thinks he's a bit cool in the fashion stakes. How we laugh at the gaudy mop-topped tourist

GRAHAM SAYS...

An veritable treat for you puzzle lovin' folk, with an assortment of clever tricks and traps which can on occasions become a little cryptic, but what's the point otherwise, huh? A huge game with some gorgeous humour not to mention access to some seriously dreamy locations, the Med, France, and Quarantine, so remember the sun lotion! Some linear thinking, and a touch of trial and error will see our hero thoroughly sort out the bad guys and rescue the damsel from the clutches of the evil presidente's mum!

TP RATINGS

Total PlayStation

Publisher: Sony

Price: £44.99

Developer: Revolution Software

Released: November

Players: One

Game type: Point & Click Adventure



[GRAPHICS]	93	[OVERALL]
[SOUND]	90	
[PLAYABILITY]	88	90

Pandemonium 2

The original scrollly twisty platformer returns with enhanced graphics and some improved gameplay. 'Thank god,' say the undevoted gamers that didn't like the original. 'Hurrah' say the fans.



The Chinese type of dragon is a vicious end of level boss

I THINK I RECOGNISE YOUR FACE (BUT I'VE NEVER SEEN YOU BEFORE)

Playing *Pandemonium 2* is an odd affair. One minute you'll be admiring the swirls of graphics and comparing the game with its fellow competition, and then you'll be remarking about how the coin collecting supersonics remind you of *Sonic*. *Pandemonium 2* is like an old friend, reminding you of bits and bobs from games past. Jumping from rope to rope resembles a myriad of 8-bit titles, while the hoop jumping action is similar to *Nights on the Saturn*.



Pandemonium received mixed reviews when it arrived last year. It was billed as a true next generation platform game and moved like one. The controls, however, left you trapped in a 2D world. The camera angle was constantly changing and this made playing the damn thing very frustrating. It did well, however, and a Japanese version complete with new characters enjoyed much success in the land of the rising sun.

In between the original and this sequel, the PlayStation platform stakes have been upped by quite a long way. EA's *Croc* has pushed another cute character into the PlayStation arena and *Crash Bandicoot* has come again for another go. *Gex* is also ready for another try in the decent looking *Gex: Enter The Gecko*. *Pandemonium 2* asks the two central characters, Nikki and Fargus the Joker to take centre stage. You can control either, with a tap of a button on the map screen, changing your gender at the flick of a switch. The basics of the original are still in place though. For the unfamiliar, the game camera constantly



Oh Dear. It's the new improved Nikki and some large balls. The caption would usually take a turn for the worst but instead I'll comment on the light effects. Which are nice

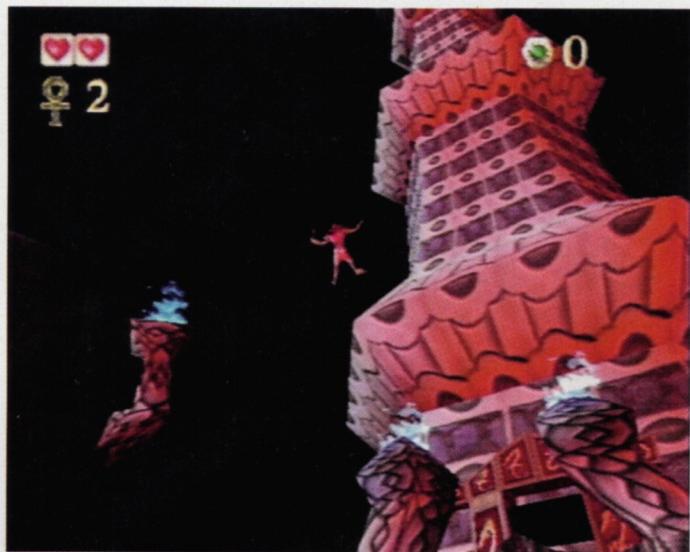
rotates through a level and shows many angles. This gives an illusion of freedom, but the world moves around you, rather than you moving around the world. *Jurassic Park 2* uses a similar technique which doesn't work as well, but you get the general idea.

The levels are quite good looking and they move as fast as any other platformer on the PlayStation. The 'wrapping' effect can be a tad confusing but it just about works. If you can believe that you are playing a 2D game and not be tricked into thinking the game is 3D, then you'll get along fine. Because, being a 2D platform

game isn't a crime as long as it's good. Luckily, *Pandemonium 2* is good, with a number of familiar gameplay elements combined with some not so familiar stuff that puts a new spin on what has already been before.

The gameplay involves running around jumping on heads and shooting oncoming enemies with a few weapons. Running about is actually quite fun as Nikki's double jump allows you to reach some great heights. The camera will look up on you as you traverse a Krypton Factor-like assault course with some levels seeming more like the Gladiators than a platformer game. No





No, don't do it, please. Look, 81% is a good grade — it's not worth jumping because you'll die and er, there will never be a *Pandemonium 3* with you in it

sections of the game are 'forced' like *Crash Bandicoot* where the screen doesn't stop scrolling. Instead, fast sections of the game allow you to slow a little. A good example is a speedy ice type rollercoaster on which you constantly slip around like a seal in a syrup sea. There are gaps between the sections, however, and you have to be ready to hit jump at the right moment. Seeing the land below you when you jump a gap is exhilarating, although the edge of some platforms isn't completely clear, leading to some leaps of faith which are, it has to be said, the creation of Satan the video game swine. The sections are brief and you'll probably put up with the frustration just to get to the next section.

Despite the occasional gameplay quirks, *Pandemonium 2* will make you want to see the next level if only to observe the next psychedelic barrage of backgrounds and enemies. The enemies vary from cute dragon bosses that look more like large dragonflies, to walking fish

which are, worryingly, the same size as your character. The pseudo 3D effect occurs mostly during fights with the bosses. The dragon, for example, has to be killed by flinging fireballs from a catapult. You trigger the catapult by jumping over it and a fireball is then launched into the screen to hit the dragon. Some may recall a similar technique being used on *Yoshi's Island* to despatch Bowser. The comparisons to the Nintendo game aren't negative though — *Yoshi's Island* is soon receive an update and there is a sub-genre of '2.5D' platformers appearing.

Yet another dimension

Pandemonium 2 represents a fun platformer, similar to *Rayman* before it. It's childlike and will be appreciated by novice gamers and those who don't really want to 3D platformers like *Croc* and *Jumping Flash*. The choice between something like *Crash Bandicoot 2* and *Pandemonium 2*

CRYSTAL MECHANICS

The developers of *Pandemonium 2*, Crystal Dynamics have previously been the main developers for the failed 32-bit 3DO console. They developed a number of games for the over priced platform including *Off Road Interceptor*, which was also converted for the PlayStation. They are also creators of the slimy gecko *Gex* and his promising new adventure *Gex: Enter The Gecko* which is in full 3D. This means that Crystal obviously think there is room on the PlayStation for both conventional platformers such as *Pandemonium 2* and true 3D platformers such as *Gex*.



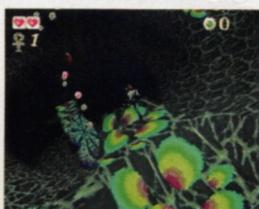
The levels seem to revolve in constant spirals which will make you dizzy. Yes

isn't that clear as the latter is buried in the sub-genre of 2.5D platformers.

Pandemonium 2 is quick, fun, and full of bells and whistles to keep most people happy. More mature and bizarre platformers have appeared, segmenting the market. The fact that a review is talking about segmented markets surely says something about how complex the market has become, obscured by marketing men and corporate companies producing clones of previous games. The original *Pandemonium* was original, if not as inspiring as its older and wiser brother. *Pandemonium 2* is bottled fun that won't last forever but is an enjoyable bash while it lasts, and if you have the adequate finances for enjoyable bashes then you'll no doubt have a great time. Just don't expect an earth shattering new experience. **Richard**

MILES SAYS...

What a nifty little game *Pandemonium* was, eh? Top funky graphics, groovy sounds and all sorts of happening gameplay refreshingly reminiscent of the days when games were pure, simple fun with the emphasis on 'simple.' Unfortunately the wheels seem to have come off a bit with the follow-up. Nikki's now turned into a bit of a tart and developed cleavage of Croftesque proportions, there are now different routes through the levels and all sorts of new moves. What it lacks is the original's charm. The graphics aren't as appealing and neither are the redesigned characters, but there's still a big challenge for platform fans everywhere.



A fireman sub game is available — avoid the toxic goo and put the fire out

The edible world of pastel shades and er, circles

IP RATINGS

TOTAL PlayStation

Sickly sweet platformer that will have younger fans dancing with delight

Publisher:	BMG	Price:	£44.99
Developer:	Crystal Dynamics	Released:	November
Players:	One	Game type:	Platformer
[GRAPHICS]	91	[OVERALL]	
[SOUND]	85		
[PLAYABILITY]	84		
		81	

Formula Karts: Special Edition

Down the local kart arena, driving is a bit of a laugh. Telstar urge you to save money and buy their PlayStation version – minus a hefty entrance fee and accidents.



KARTING FOR TWO? £90 MATE

Competing against another karter is a funny experience. One minute you'll be cursing player two for shoving you into the pit stop. The next minute you'll be laughing at the foolish player who has started to travel the wrong way, which happens quite often as their are no 'wrong way' alerts. A punch up will then happen.



Karting is usually seen as a novel sport for drunken fools on holiday or students who want a laugh and can't drive on the road. Hence, I quite enjoy the whole karting lark and after seeing the series of kart games on the PC culminating with *Formula Karts*, the PlayStation version seemed quite appealing with the promise of smooth 3D graphics and the benefit of an analogue controller.

Because karting in general is seen as a bit of a laugh, games that are based on them are humourous jaunts such as *Mario Kart* or the small vehicles in *Micro Machines V3*. *Formula Karts: Special Edition* takes itself a bit more seriously in this respect, with real handling features and karting style tracks instead of cartoon style fantasy lands. The upshot of this is that you spend quite a lot of the time bouncing around car

You spend quite a lot of the time bouncing around car parks which have a painful selection of turns

parks which have a painful selection of 90 degree turns which cause pile ups. The tunnels and barrier terrain make driving a constant exercise in powersliding and with the computer competitors all trying to take the same



correct driving line, some nifty weaving is required.

When starting the game 3 options appear – you can go for the short 5 minute thrills of the single race, a proper championship or the arcade mode which

makes a few changes to the gameplay. The shoulder buttons allow you to use supergrips or turbos, which while a small addition, make the difference in the otherwise average two player mode. A practice mode is also present and helps the

driving karter get a feel of the grass mow style steering and slippery terrain. Of the nine tracks, most are very short and a lap lasting longer than 18 seconds is a rarity. The atmosphere of the game is kept frantic, because as well as the short tracks, the 7 CPU competitors block your way. Navigating the cheeky swines is hit and miss but looks comical with the driver's hands swishing from side to side on the steering wheel. If you've got the in-car perspective, that is, otherwise you'll be staring at the back of your kart which isn't as detailed as it could've been probably due to the programmers wanting to keep the game speedy. The pace of the game is reduced in two player mode, but things are kept going at a steady pace with no slowdown.



A green light. Go, go, go. You're in eighth position – hurry up!



Pit stops are very easy to fall into and they slow you down, sadly

Dodging the pit stop, the striped helmeted one powers ahead



Flymo convertible, sir?

There are few straights in *Formula Karts: Special Edition* which means that the game won't really appeal to speed freaks wanting their next fix of speed after *Rage Racer* or *Wipeout 2097*. It does offer that two player mode though, and despite the adequate number of tracks and challenging gameplay, the one player mode does live in the shadow of the two player mode. Namco's NegCon works quite well with the game too, and anything that helps enhance the karting feel is welcomed. The corners become much easier to take and the constant bouncing nature of the game is reduced, enabling some very smooth overtaking manoeuvres.

The atmosphere of a small karting track is something the developers seem to have a fixation with. The little drivers tilt their head from side to side when sliding round a corner and the buzzing of the engines tends to reach fever pitch when a crowd of drivers are near. Players aren't ejected from their seats when they have a

major collision, meaning reality is only used for fun purposes. The desire to get ahead of the pack in a racing game has never been stronger because you know the other drivers are constantly just inches behind you. Even if you don't hit anything, you still have to stay on the perfect driving line and even block overtaking karts. A rear view mirror would've been handy at this point, but looking at a kart frame there isn't much space for any such deluxe add ons. *Formula Karts: Special Edition* is just basic driving with no glitz to cover any failings. It's nice to see a PlayStation racing game come clean with its intentions rather than burying itself under a mound of polygons and clichéd scenery. If you want a decent kart game, *Formula Karts: Special Edition* stomps all over the regrettable *Ayrton Senna Kart Racing* and makes *Mega Man Battle and Chase* seem like a laughable spoof of the genre. All things considered, *Formula Karts: Special Edition* is an average game enhanced by two player larks. **Richard**



The ominous black hands of the driver cling to the small steering wheel in an effort to avoid the driver just ahead. It's more fun to bash him though...

SMALL IS LIKE TEAM SPIT?

Racing games pride themselves on having varied teams and cars to attract the observing gamer. The eight teams of *Formula Karts: Special Edition* have some very odd names. Team Spit, for example. Other names include team Manic, Bull, Worm and Noisy. Bizarre and very, very strange.



Snow levels reduce the breaking distance and safety levels



The desert themed tracks give you a clear view of what lies ahead



Reverse camera angles reward even the last racers

MILES SAYS...

I had high hopes for *Formula Karts* and for a few goes it seems quite playable. If it weren't for a few irky features, like the slowdown in split-screen mode and the fact all the tracks are so damn short I'd have given it hearty recommendation for racing fans – but alas its flaws will limit its general appeal. If you fancy a bit of the old karting action *FK* is still by far the best bet on the PlayStation and does a reasonable job of translating the sport's low-to-the-ground, high-speed thrills, but lacks the polish to make it a real winner.

TP RATINGS

PlayStation

Publisher:	Telstar	Price:	£44.99
Developer:	Manic Media Productions	Released:	November
Players:	1 - 2	Game type:	Kart Racing
	[GRAPHICS] 79	[OVERALL] 74	
	[SOUND] 76		
	[PLAYABILITY] 80		

Z

Command and Conquer clones have been few on the PlayStation – Z appears to fill the gap, offering bonkers humour and Red Dwarf style interludes full of jest.



The comical exploits of General Zod and his minions have long been the cult fave of PC gamers who enjoy nothing more than an overhead viewed wargame. The basics are a little different to Westwood's famous *Command and Conquer* game in that there are no humans – all soldiers are either red or

blue robots. They have human voices though, and your General is all too willing to dish out a fierce criticism of your performance.

The basic purpose of Z is to locate and command territories. A map appears to

realise that a good deal of strategy is needed to succeed. Tactical spreading out of units is a must, but you can't leave the main base because a covert robot will sneak up and destroy the base, and then it's the end of the game. The main base is

The statements range from 'you've lost it' to 'you're crap! General Zod will be yelling too

the right of the game screen and is made up of different sectors or squares.

Directing your gang of little robots to the flagged territories of the enemies has to be done as quickly as possible because the blue little blighters are eyeing up your range of red flags.

Running towards the enemy head on appears to be a good idea, until you

protected by a lone gunman on the roof of the structure with a rotatable cannon. Any attempts by the enemy can then be thwarted for a certain time. If a pack of soldiers arrive with jeeps and grenades though, you've had it.

Tanks and jeeps can be boarded, even the enemy vehicles can be nicked once the driver has been eliminated. This adds a



Robots have been manufactured and are able to be used in war. The amount of explosions on screen can be staggering at times



The snow has come down for Christmas. The Z teams show their jubilation by wearing red Santa outfits while stocking up on grenades and preparing an ambush

sense of cunning to the game which isn't always present in games like *Command and Conquer*. The clock is always ticking, and should you make a bad decision and lose a couple of sectors to the enemy robots, who are blue, a female commentator will make a statement. The statements range from 'you've lost it!' to 'you're crap!' General Zod will be yelling too, combined with your teams calling out if they are in any danger. The style of

the various scenes between levels show close up views of the robots, who have a love of rock and roll and drink huge amounts of er, oil. The comical feeling of the game is continued with another Red Dwarf reference; the main craft closely resembles the Starbug ship of the cult BBC spacecom.

The in-game graphics don't compare to the FMV purely because of their nature - small sprites rarely dazzle anybody



Attacking central buildings such as bases will ensure victory...



See, what did I tell you. The whole building's going to blow

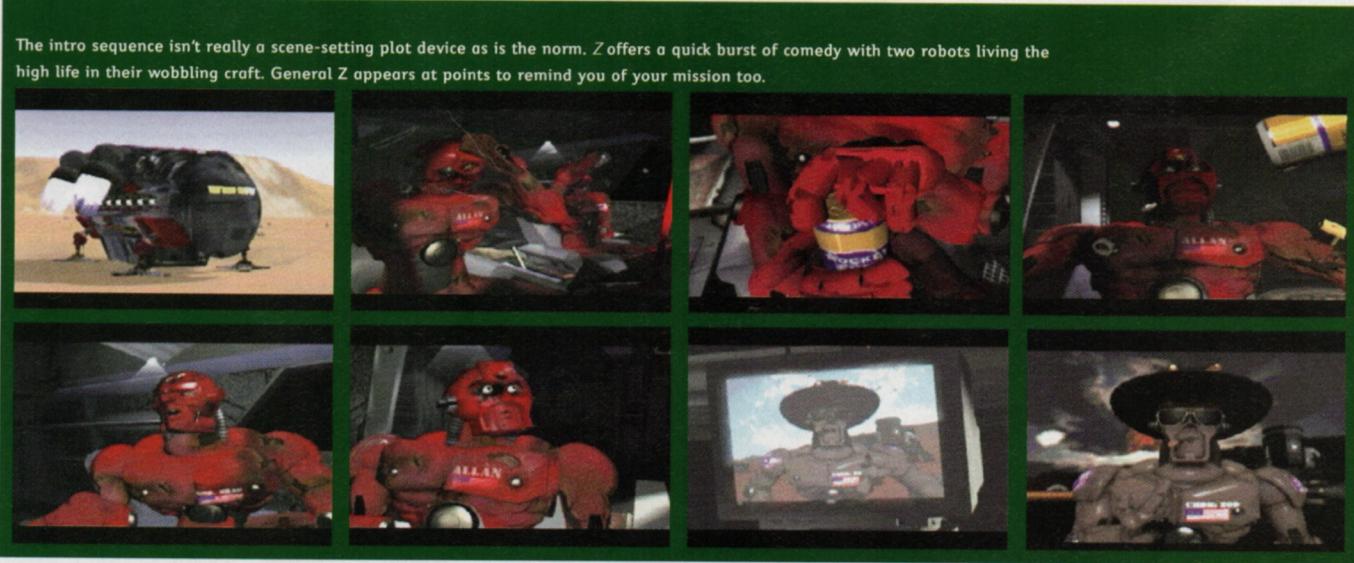
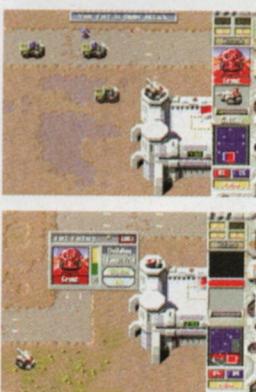
LET'S ROCK!

The intro sequence isn't really a scene-setting plot device as is the norm. Z offers a quick burst of comedy with two robots living the high life in their wobbling craft. General Z appears at points to remind you of your mission too.



BUILDING BLOCKS

During the quickfire missions time must be spent selecting what you want to build next. Robot factories, jeeps and extra soldiers can all be supplied. A timer ticks down on the relevant building showing the time needed before the item will be finished. The timer means you don't have to spend valuable seconds skipping through options screens while your team suffers.





JAMES SAYS...

Having only really stumbled blindly into the wargame genre, albeit briefly, with the far more user friendly *Warcraft 2*, I instantly found myself completely out of depth with the Z. Yet with much determination, instilled by the progressive learning curve, I finally managed to succeed... well on the first level anyway. Z provides an extremely tough challenge to even the most experienced of players. Thus it's very easy to dismiss it in favour of the more simplistic *Command and Conquer*... but I say, 'Oi No! Give this a bit of time and the player will find a very entertaining and humorous game, that you will be playing long after C and C's last mission bites the dust.'

enjoy what PC owners salivate over for days. You don't have to spend loads of money on internet charges to have a link up with someone in America either. You can play with a pal, which has the added bonus of letting you clobber the opposition or nick his pad when things become a bit difficult.

There are 20 levels in all, spread over 5 scenes – which doesn't seem like a lot, but the difficulty level is very harsh and does throw you in at the deep end. The first level will probably take three or four attempts to crack and other levels become harder – but not just in terms of the enemies. New vehicles and weapons need to be experimented with, but the enemies have no such qualms with the machinery, they are skilled professionals from day one. While you may be wondering how to board a jeep, the enemies will be in one and coming towards you. Gamers who warn to *Command and Conquer*'s stop/start method of combat may not like Z in this respect. Although the two games are in the same genre, they are quite different. Z offers different planets rather than solitary planet Earth, and there is no historical relevance to the proceedings, it's just plain fun.

The graphics aren't amazing and the sound is far from a sonic masterpiece, with only the average sound effects and voices coming to the fore. To make the most of Z, the two player mode is an essential option. In one player mode the game loses out to *Command and*



Careful selection of manufacturing plants must be carried out because you don't want dozens of jeeps being made when you have no drivers to pilot them

Conquer and its sequel *Red Alert* purely because of its harsh difficulty level. The mouse control decreases the difficulty level but many players will want an easier starting point. If you want to buy a wargame on the PlayStation, the choice is between *Warcraft*, Z and *Red Alert*. They all have different themes and all are worthwhile games so it basically comes down to what you prefer. That said, *Red Alert* may just pip General Zod and co to the post.

For the ultimate verdict on the PlayStation conversion of *Red Alert*, you'll have to wait for the definitive TP verdict next issue. You could always ignore us though, or even buy Z with total disregard for our opinions... but you know it wouldn't make sense. **Richard**

MILES SAYS...

Another real-time strategy game hits the street and this time it's got swearing! Well, nearly. Imagine *C&C* with lager louts and you're in the right avenue. In one-player mode it's certainly a lot harder, but really the link-up options where it's at. If you've got a spare few quid lying around a mouse is a worthy investment, as using a pad tends to be a bit laborious – you have been warned. Overall though a worthy addition to the genre with a nice line in humour for when the strategy starts getting a bit heavy.

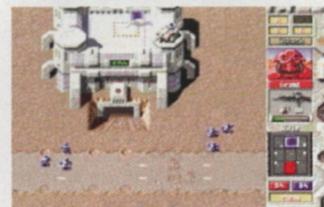
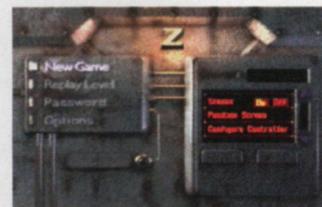


Ooh look, it's conversion meisters Krisalis showing that the myth about programmers being long-haired eighties rockers is unfounded

TP RATINGS

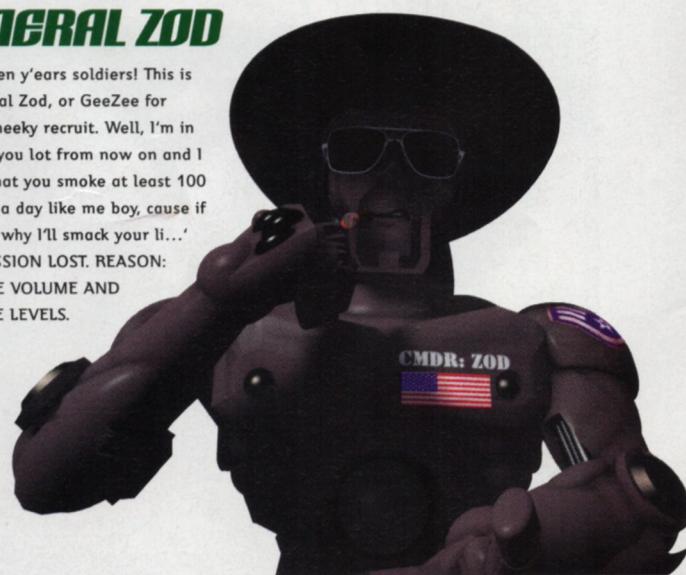
PlayStation

Publisher:	Sony	Price:	£44.99
Developer:	Krisalis/Bitmap Brothers	Released:	November
Players:	1-2	Game type:	Wargame sim
[GRAPHICS]	81	[OVERALL]	80
[SOUND]	85		
[PLAYABILITY]	79		



GENERAL ZOD

"Hello, open y'ears soldiers! This is me, General Zod, or GeeZee for short ya cheeky recruit. Well, I'm in charge of you lot from now on and I demand that you smoke at least 100 cigarettes a day like me boy, cause if you don't, why I'll smack your li... TRANSMISSION LOST. REASON: EXCESSIVE VOLUME AND EXPLEATIVE LEVELS."



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Courier Crisis



Couriers, eh? Zipping about on large motorcycles, acting like adult paperboys, busily skipping traffic and making finger signals to the public. *Courier Crisis* isn't based on that type of courier though. Instead, you get a little teenage bloke on a pedal bike moving around America in a desperate bid to make some cash.

When you first see the game, it's not that hard to spot the influences behind it: it looks like a demon hybrid of the *Xtreme Sports* games and *Road Rash* – you can hit people and all limbs can be used to attack. After getting used to the handling of the bike, which is amazingly simple – press the pedal button, turn left and right – you can begin your hazardous missions. You can even do jumps that will appeal to the mad posse of BMX wielding fanatics, who enjoy riding on bikes designed for people half their age.

Jokes aside, the screen shots which show car jumping moves look quite good but in reality there's not really a practical use for jumping and doing so will usually cause an accident – leaving you with less time left for collecting or delivering your packages.

Keep on movin'

A Danny DeVito-esque boss will shout out your set tasks and you must then locate the person with the package – a large yellow arrow appears above their head – and then you deliver it to the person with the dollar sign hovering above their head. Simple, you might think. Well, in practice this is what happens: an arrow appears at the top of the screen and directs you – flashing when the person is on screen, but the arrow has a nasty habit of pointing left when you've just



The rider grabs some er, wicked air and pavement. O'oh !

Pick up the parcel, wander around a bit while trying to follow the arrow. Locate the person with the dollar sign above their head and deliver the goods. You are now \$26 better off. You can now do the same, level after level. Grrreat, nice etc

Road Rash meets *Atari's Paper Boy* in what the game's title screen terms the profession 'of the modern day fatalist'. That'll be the cycle courier then?



Will Smith clobbers Bill Gates during his business meeting with Uma Thurman. "I'll get you, you nasty ruffian!" screams Gates. Uma does the can-can. Hmm...

passed the left turn and a sharp U-turn will usually result in smacking into the wall or coming face to face with a New York taxi. The Danny DeVito pillock will then have a few things to say and you will too, probably – but they may be a little harsher than the game's voice-over can manage.

The cities contain every type of American reference you care to imagine, including big pinstripe wearing businessmen and skateboarders with a multi coloured selection of fashions circa 1990 – MC Hammer's dance crew would be envious. Normal pedestrians walk about in between the traffic of large trucks and cars but, this being America, the people will hit you if you come too close or bash them more than twice. Even tiny half-

height infants will take the odd swipe at your hapless messenger boy, which is quite hilarious to see – for the first time at least. Even funnier is the sound your cyclist makes when coming into contact with a wall – a possessed scream to rival any classic horror movie wails.

Kick, punch, chop

Things are fun enough for a while, until you realise that not much changes and then the controls become increasingly frustrating, as you try to kick and punch a sprite based pedestrian. There just isn't enough freedom of movement either – you always feel that you're racing down corridors rather than a full city. You can invade pavements and the



I LIKE TO RIDE MY BICYCLE

Riding a bike in *Courier Crisis* is about as mad as piloting a scooter in the centre of London. Oncoming traffic, angry children and the odd concrete wall cause many problems. Veterans of *Road Rash* will see that the punch and kick commands are very similar and much limb protruding action can be had. Kick, punch, it's all in the mind etc...



like, but compared to *Felony 11-79* and its shop-smashing scooter action, it's very much a diluted experience.

The comparison with *Felony 11-79* reveals further questions of *Courier Crisis* – like why are the levels so small? Why is the directional arrow so misleading? There are no real answers to these questions, but it appears that *Courier Crisis* has become so fixated with its novel, even original theme, that it thinks novelty alone will make the whole game worthwhile. The graphics look scrappy at times but the real problem is the

game becomes too boring, too quickly. In ten minute bursts, *Courier Crisis* is a laugh but it never really becomes more than a pedestrian slapping joke to show friends.

A dirty job...

When a few duties have been done, you'll have completed a stage and will move on to a new location for higher pay. \$26 seems to be the going rate for the first level, which equates to about £15. It's not really worth risking your life for it – you could go and work in McDonalds or something, surely?



Palm trees and nice pink dresses make *Courier Crisis* seem rooted in the fifties. Apart from the flying bike and helmeted rider. What's he doing with that hand, though?

BOOK BANDITS IN MY SHOCKER

Wheelies and jumps are possible on your agile chrome machine. Hold down the jump button for a higher gravity defying leap or pull back to raise the front wheel and burn rubber while you pedal, pedal like the wind. A genuine stunt mode would have been a good addition to the game, with perhaps a few practice courses like the old deck-spinning Atari classic, *720°*.



MARTIN SAYS...

Well it sounded like a cool game, you know – riding around smacking people over, pulling a few stunts over cars and anything else that's in the way. And it's a good laugh, for about five minutes. Do not be fooled – if you can still find Atari's *Paperboy* in the arc's, stuff your 10p's into that, rather than your tenner into the sweaty palm of some shopkeeper. This should have been better but for all its cool stunts and stuff it still looks like it belongs on a 16 bit console – *Courier Crisis*, you're fired!



Top: That's your boss, that is. Why he has money and is in your arms is unclear

Sadly, working in a burger bar would be on a par with the excitement gained from *Courier Crisis*, which overall appears to be little more than a novel cash-in on BMG's own vastly superior *Grand Theft Auto* which, among other things, also asks you to deliver objects to a destination. Only it's cocaine and prostitutes, rather than the business papers of *Courier Crisis*.

Courier Crisis has appeared just in time for Christmas too, ready to fool the present buying public into purchasing what looks like a fun game. It should benefit from the moral uproar caused by *Grand Theft Auto*, which leaves me to conclude that *Courier Crisis* will do fairly well, using the Christmas software barrage as quality camouflage. Just don't, don't believe the hype, as Public Enemy would say. **Richard**

TP RATINGS

Total PlayStation

Publisher:	BMG	Price:	£39.99
Developer:	In house	Released:	November
Players:	One	Game type:	Street sport sim

[GRAPHICS]	64	[OVERALL]	61
[SOUND]	75		
[PLAYABILITY]	62		



You have no job – off to the job centre for you, laddo!



Discworld III

To set the mode for this review we thought we'd start with a joke: "How many men does it take to change a light bulb?"

"Thora Hird." Yep, that'll work!

CRAZY CHARACTERS



Ankh



Binky



Elf Queen



Rincewind



Dean



Death Rat



If you hold this magazine at arm's length and look deeply into the centre of this screenshot, you should be able to magically see a Discworld pic. Bleeding clever that!



Insert some witty observation of in-joke right here!

the PlayStation market was Psygnosis' *Discworld*, a near literal translation of the popular series of cult novels penned by Terry Pratchett. Mirroring its paperback counterparts, the game dealt with the comic exploits of a wizard Rincewind as he went about the sizable task of ridding his world of various bizarre ills; in the case of his PlayStation incarnation, a rather comy Welsh dragon.

Discworld was a complete original but did have its share of flaws. The main stumbling

block, and ironically one of the most enjoyable elements, was its humour. Keeping in common with *Discworld*'s novel roots, gameplay was intertwined and structured around Pratchett's bizarre sense of humour.

Whirrr, Fribbitt, cabbage

Bordering on the edge of surrealism whilst also providing a lead role in the game's puzzles and general linking plot, sadly proved too incongruous, placing far too much reliance

During your quest to locate Death, Rincewind will encounter a variety of the game's inhabitants, some will play an important role, providing you with vital info and guidance. On the other hand some will only be there for a cheap belly laugh or to completely baffle you, and these guys are no use whatsoever. We know who's who but we aren't telling unless you send us a tenner, it's your choice!



Luggage



Library



Milkmaid



Could I buy a large root vegetable here, as I can't find the flipping key!

upon the player's familiarity with the novels and not common sense. When confronted with a locked door the average gamer will begin down the logical path: search for – well the obvious – or so you would have thought, a key. But things aren't so straightforward in the world of Disc, to open the locked door would probably entail placing a large root vegetable in a donkey's rectum whilst singing the chorus to Jingle Bells! Thus for the most part the player would find themselves faced with an impossible task, barking further into the inevitable dead end and therefore frustration.

Fortunately, with the aid of a complete solution and a large chunk of free time, *Discworld* was an epic adventure, enhanced further by the vocal talents of Jon Pertwee and ex-Python Eric Idle. With favourable sales and review scores, a sequel was soon announced but mysteriously seemed to suffered continuous slippage. Nevertheless, a sequel is here and thankfully many of its flaws have been suitably addressed.

Again adopting the role of Rincewind, a big problem is waiting for you. Death is missing and without his powers the dead are returning to the realms of the living as zombies. So it's up to you to travel the land and search out the elements needed to concoct a spell to call up Death and save the day.

Discworld II follows roughly the same path of as did the first; the game is again separated into four acts, each one with a set number of tasks which must in turn be completed before you can progress. As expected humour plays an important role in the proceedings but thankfully for the vast majority of the gameplay compliment things, not hinder them.

Woof, bark, Milesy

Some of the flaws that literally let the side down in the original have returned to haunt



Woh, check out that chick! Wouldn't it be really cool if a stiff breeze were to lift up her skirt just like in the Monroe movie? Well I never... top I can see your knickers action



Oh yes I can see what the artist was saying here, using the *Discworld* characters to portray all the elements of his unhappy childhood, don't you agree darling?

the player once more. Far too much reliance is placed upon the knowledge of the books and not simple logic. The puzzles that face Rincewind are admittedly not as baffling as before but are far from the expected point and click fiddler, which will be music to owners of the books but not the uninformed, making a solution inevitable again. In its defence the oh-so-linear nature of the original has been loosened, but this said, all the tasks must be completed in their entirety before progression is granted.

The point and clicker is a strange animal, embraced by some and considered far too relaxed and leisurely paced for others, and *Discworld II* is absolutely no different. The gentle pace of the proceedings is at first a little too slow and it becomes all to easy to dismiss as dull. The staggering amount of character interaction and endless speed, again donated by Idle and a host of familiar voices, is also a little daunting. Fortunately the conversions can be directed towards a certain object or location, with the use of some additional icons to the returning menu of speech patterns making things far more straightforward. ohh... what bliss! The humour contained within these many conversions is painfully hit and miss, although the game does have a very amusing sense of self parody, poking fun at its

original incarnation. Yet again we are sure that for most part, the owners of the books will be rolling the floor with laughter, but most will be left scratching their heads in complete bemusement.

Look at you, sir

In terms of graphics, they appear to be very similar to that of the first game, yet when you draw direct comparisons between the two, the improved visuals of the second will become apparent. The enhanced visuals add to the game's overall charm, but do suffer from some very annoying and distracting slow down.

Positively, *Discworld II* is a massive improvement over its original installment, both in terms of presentation and, more importantly, gameplay. Providing a greater, far more enjoyable, and coherent game. Yet the lack of basic logic, the bizarre humour, huge amounts of speech and lack of pace may be rather off-putting. The game that the fans of Pratchett and the original have been waiting for, but not the game to launch *Discworld* into the realms of the mainstream gamesplayer.

Not the perfect antidote for the addicted *Tekken* and *Ridge Racer* fan, but still worthy of much recommendation, especially if you are wearing a carrot on your head. **James**

MILES SAYS...

To get straight to the point, what everyone wants to know about *Discworld II* is does it do away with the ridiculous, illogical puzzles of its prequel. It does to a great extent though there are still a few obscure ones in there to infuriate and aggravate. However the whole package is suitably updated with more cartoony graphics, smoother animation and the same line in dry humour. Terry Pratchett's wit isn't for everyone but fans of his books and adventure players alike will lap up every minute. Jolly good show!



Saving off body parts has definitely been lacking in games

IP RATINGS

PSYGNOSIS

Publisher: Psygnosis
Developer: In-House
Players: One

A massive improvement and a very good adventure in its own right.

Price: £39.99

Released: November

Game type: Point and Click



[GRAPHICS]	84
[SOUND]	86
[PLAYABILITY]	70

[OVERALL]	78
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nightmare Creatures



Kalisto bring the ultimate horror that the human mind could imagine to the dark side of your PlayStation... Sadly it's a bit on the poor side!



How romantic, a walk in the moonlight with your rather large pole in your hand

The fog shrouded docks of Victorian London, ancient evil forces are reborn into the world spawning hellish creatures of the night. Humanity, completely unprepared for these horrific monstrosities, seems destined to fall at the hands of this great evil. The only hope for the future of the planet falls into the hands of a duo of heroic adventurers: a young priest and his female assistant, versed in the ways of demon eradication and a bit tasty in the ways of kicking butt! Thus the game begins...

Kalisto's *Nightmare Creatures* will be obviously compared with Eidos' seminal *Tomb Raider*, but whilst being a far better realised game, the game owes far more to Telstar's *Excalibur* than Lara Croft's outing. Not that this is to be read as a bad thing, but those excepting a further installment to the *Tomb Raider* inspired series will be greatly disappointed. *Nightmare Creatures* shares the main failings of the previously mentioned Telstar adventure: whilst setting the game in a fully polygon-generated environment, the levels just seem flat, remaining on a single plain of vision throughout. The exploration and full freedom of movement was one of the most enjoyable elements of *Tomb Raider*,



Excuse me Mr Werewolf, but would you like to see my enormous matchstick, as you'll agree it is rather impressive. Grrr, strike a light, mate, what a whopper, grrr

scaling rock faces and suchlike to discover another secret – this completely being lost and sorely missed here.

Lara, bring it on

Though admittedly the setting of *Nightmare Creatures*, old London town, will obviously limit the variety of the levels, their structure remains near uniform throughout the entire game. This said the game does have a number of positive points, such as its atmospheric, macabre storyline not forgetting the haunting gothic soundtrack and the highly unpleasant intro and cut sequences punctuating a number of levels, added together to lend the finished product a much needed cinematic boost.

Nightmare Creatures receives its one main compliment from the horrific creatures of the title, providing one of the most instantly appealing aspects of NC,

each having undergone detailed textured mapping and animation to create a unnerving army of darkness. *Nightmare Creatures* contains a very appealing factor that has been missing in many of the PlayStation games that fall into the horror genre: it has the genuine power to shock the player, adding tension and much to the imposing atmosphere. Sadly the heroes of



We could make some joke about this monster being armless, but we won't

UNDEAD DUDES & RUSTY BABES

Throughout *Nightmare Creatures* the player will encounter a host of extremely unpleasant zombies, vampires and other nasty creatures, but nothing, and we really mean nothing, will prepare you for the horrific sight of the female lead's arse. Agghhh! It's horrible, take it away from our sight!





Step to the left, and then back to the right, yee-ha! Line dancing with large monsters is much more fun than with a bunch of morons in cowboy boots. Now take your partners...



Fight the monsters, find the keys, open the locked doors, starting ripping your hair out with frustration, jump and down swearing and punch the off button. Great fun!

the piece lack much of their foes lavished visual appeal, with the leads looking just as horrific as the creatures, especially when the camera is behind the female character – the butt from beyond Hell!

Unpleasant bottom!

To add to the gothic atmosphere of the game, a number of lighting and spot effect have been incorporated into the code, such as flickering street lights, mist – which also

rather conveniently masks any kind of pop up – and of course gallons of blood. On the subject of carnage, the combat method is awful and is simply a case of 'jab the buttons and keep your fingers crossed.' The only saving grace being that each character has a single extremely powerful offensive special attack which is complex to perform but will instantly vanquish a foe in a bloody flash of limbs and gore.

The game spans 15 levels, and therefore promises a massive lifespan – or



Hello darling, do you fancy some smogging action?



Did Lara send you boys around to see me or did you want to see my bum?



ARRON SAYS...

When this game first landed on my desk I was curious to see how I would react to this blend of *Resident Evil* and *Tomb Raider*. The moves flow amazingly smoothly, and the satisfaction expelled from hacking various limbs off of a variety of strange mutated creatures still hasn't faded after many weeks of play. What that says about my psychological make up, I'm not sure! The levels are huge, with many secret areas tucked away. OK, it doesn't take much intelligence to find them, but they're in there anyway. The sound is superb, and the eerie mist, which even looked cold and chilling, conceals the redraw perfectly. Overall, this is a class game. If only the camera wasn't held by a drunken zombie, this could have been a classic



Now you're it! Come on chase me, you spoilsport!



That bloke from Oasis used to own this house, honest

IP RATINGS

PlayStation

Uninspired attempt of adding gothic horror to an ordinary 3D adventure

Publisher: Sony Price: £34.99

Developer: Kalisto Released: Out Now

Players: One Game type: Adventure

[GRAPHICS]	75	[OVERALL]
[SOUND]	79	
[PLAYABILITY]	63	63

Jersey Devil

Question One: Describe the effect that *Mario 64* has had, if any, on the current batch of PlayStation platform adventures. Bonus marks for naming which 1970s pop outfit the lead character once starred in.



Bounce up and down on the big fat bloke, see they have a use

**What are you?
I'm Batman, well
actually I just rip him
off, but you get
the point!**



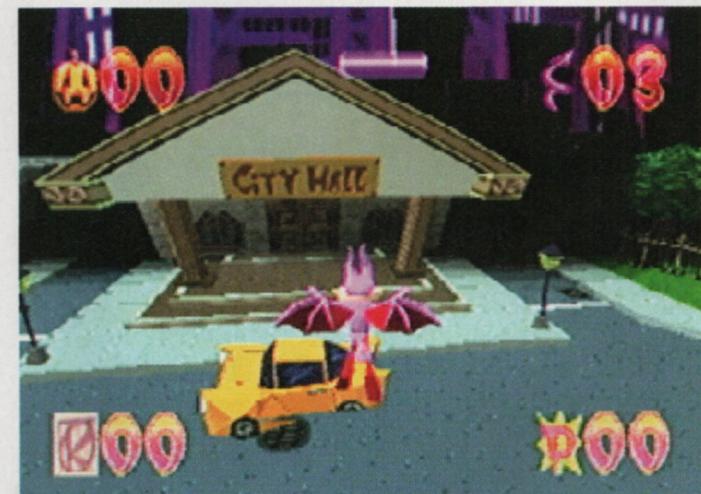
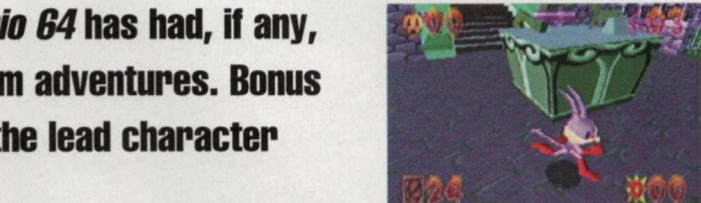
companies have attempted to emulate Mario's success – and failed terribly. The path of failure is marked with such instantly forgotten fodder as Rayman, Johnny Bazookatone, Bubsy and yet

What are those seemingly intangible

qualities that are blended together to create a popular gaming icon? Unfortunately the answer to that is unknown, yet some clues can be found after briefly examining the evidence. We can conclude that the genre of the game is one of the most defining elements.

The platform game has provided such industry icons as Mario and Sonic, two characters that have become synonymous with their respective companies, Nintendo and Sega, and part of gaming history to boot. The titles' gameplay seems to be irrelevant, with the differences in game styles and structure between the two being far removed, yet both of their leads were blessed with greatness. Over the years, possibly due to his complete overexposure and lack of original software, Sonic has lost some of his once massive appeal. On the other hand, with his massively popular next generation debut and spin offs, Mario has gone from strength to strength.

It seems somewhat strange that the world's most popular console, the mighty PlayStation, has yet to be graced with a flagship character. This is not for the want of trying, as many



Is that a rather warped yellow New York taxi cab I see before me? Oh no it's actually a bit of polygon glitching, best avoid that then don't you think?

more... the list spins uncontrollably into mediocrity. Undeterred, the quest for platform stardom continues, with this month's entrant hailing from Ocean – Mr Jersey Devil. Following on the heels of EA's *Croc*, *Jersey Devil* provides the player with a true 3D environment, allowing full freedom of movement. As expected, the game thus instantly inspires comparisons with the flagship Nintendo title, and unlike the ill-founded accusations of plagiarism that were levied at *Croc*, the similarities here are obvious.

Hints of the plumber?

Jersey Devil's developers have successfully captured a number of Mario 64's positive factors but with the sad

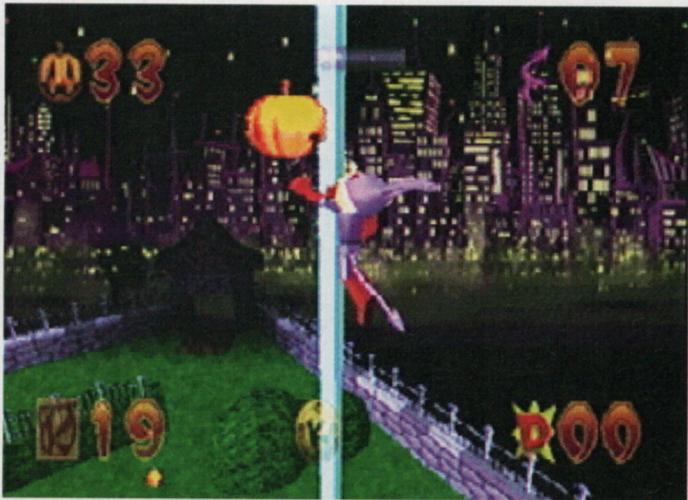


Don't just stand there looking cute with your big pointy ears, do something or these are going to make for some very uninteresting screenshots, d'oh too late!

result that the title has also inherited all of its many flaws. Putting the negative aspects to one side, *Jersey Devil* does have much in its favour, most notably its stunning visual engine, which produces a variety of clear and garishly colourful graphics to match its cartoon inspired presentation and general design.

Jersey Devil's plot and outlandish characters should be familiar to those who watch the increasingly bizarre Saturday morning cartoon shows: Jersey City has fallen into the clutches of the infamous Doctor Knarf, allegedly the most evil megalomaniac in the history of evil megalomania. With the aid of his army of semi-humanoid planet life – created in his underground laboratories deep below the city's surface – Knarf plans to lead his army





You wouldn't have thought that someone with such honey girly arms could manage to pull themselves all the way up to the top of a flag pole, must be something in his diet

across the globe in an attempt to achieve the ultimate goal of all evil scientist's – global domination.

What possible hope does mankind have to prevent their own destruction at the hands of some walking pot plants? Well, we'll give you a due – read the title! The city's very own superhero, the Jersey Devil, is all that stands in Knarf's evil path. The pleasingly amusing storyline unfolds via a lengthy and well animated intro sequence and a number of polygon based cut scenes. The plot structure is also complimented by the in-game characters themselves, with the almost freakish proportions of the lead and the various villainous sprites adding fun touches. Visually Jersey Devil cannot be faulted: it easily matches the impressive appearance of its most obvious competition, EA's *Croc*. Yet, as all followers of popular culture will already know, a game should be judged not upon its graphical flair but its gameplay.

Unfortunately the comparisons with *Croc* must end here, since *Jersey Devil* is far too influenced by *Mario 64* for its own good.

Keep rolling them out

Each of the levels centralises around the Downtown area of the city, with the player granted further access to the later levels after successfully completing earlier sections. Initially this is a nice concept but



You've got the key! Now what are you going to do with it? Sergeant, I've got an idea – it's a long shot but it might just work! Let's try to open that locked door with it. Crazy concept...

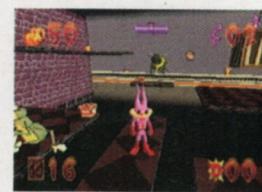
BRING OUT THE ANIMAL IN YOU

Tonight on TP's Wildlife Close Up, we bring you a look at a much ignored but beautiful animal, the Jersey Devil. This nocturnal creature is normally found battling crime and putting an end to general evil doings. The beast is instantly recognisable by its long purple ears, fiendish grin and ability to instill maddening frustration at 30 paces. Even though its normal habitat is that of a constant barrage of platforms, the resourceful little fella is equally at home in the air as on the ground. A sadly overlooked and fascinating member of the platformus herus species, which is often let down by his gameplay.



it's rendered less so as you progress, to the point of almost unnecessary by needless breaking up of the flow of gameplay. The level design is also very much a case of highs and lows, with an unsteady mixture of seemingly endless wandering mixed with sudden excitement – another mark of the curse of *Mario 64*. The most unforgivable mistake is the sparse layout of certain key levels, which generate very little excitement or interest. The designers were possibly unsure which direction the game should take, and seem to have called upon more *Tomb Raider*-esque type exploration and basic puzzle solving, losing the familiar and simplistic pleasures of the genre.

Once you pass this stumbling block though, the game begins to gather a little momentum, providing more traditional and expected platform thrills. Collecting items is vital to progress, and much formulaic smashing of crates and vanquishing of baddies to leave bonuses in their wake ensues – which is surely what platform games are all about. The various end of level meetings with Knarf and one of his more powerful servants are also very well done. These are set in his large lab and give the player enough freedom to avoid the pair's attack patterns, whilst maintaining the feelings of claustrophobia and imminent death so essential to any good boss battle.



Hey, I can also do a great impression of Des O'Conor



Being a platform star is a lonely life, all running and jumping



'Norman, have you been a good boy?' 'Yes mother'



CARTOON TIME

In keeping with the generally lighthearted approach of *Jersey Devil*, *Mega Toon* have used an impressive animated intro sequence to set up the foundations of the plot and give the player a good indication of the tone of the game. Cute, funny and extremely violent – this is what kid's entertainment is all about!



Stop the world spinning – quickly or I'm gonna blow, right here

TOP RATINGS

PlayStation

Publisher:	Ocean	Price:	£39.99
Developer:	Mega Toon	Released:	December
Players:	One	Game type:	Platformer
[GRAPHICS]	91	[OVERALL]	
[SOUND]	81		
[PLAYABILITY]	84		



Hey dude, I ain't got time to shot some hoops, with ya. I'm down but I got some bad arsed platform adventure stuff to be getting on with, catch ya on the flip side man

Going out of my head

Alas the enjoyment is a little tamished by the game's questionable sense of scale which blurs the distance between foreground and background. The dire floating camera doesn't help either, with the usual above-from-behind angle making it extremely tricky to plan a successful route through the various platform-based levels. The camera can be adjusted using the shoulder buttons but when you're faced with an unstable platform and are unsure which direction to aim for, the last thing you want to be doing is fiddling with camera angles as you plummet to your death – hints of *Mario 64* once again! Having battled with the camera angles, you'll now face the horrendous glitching, which in some cases completely masks essential platforms and ledges, causing the player to walk through a door into thin air... minus yet another life.

Thankfully the instinctive control method of the little Devil, once mastered, does go some way to resolving some of the more annoying flaws. Players have complete control over the lead, moving him in the desired direction by a corresponding press of the D-Pad, or alternatively the analog stick – which works perfectly in this case. The Devil also has a number of interesting abilities: he can pull and push objects,

pick up and throw items, has a number of offensive attacks and most usefully, can open his wings and gently glide to the earth.

Overground, underground

The amount and variety of environments encountered is also worthy of merit: each of the six areas features two variations of each and a number of bonus levels, accessed after players have collected certain items. Given the size of each area, *Jersey Devil* will provide a lasting challenge for the less discerning and patient platform fan.

Unfortunately the virtue of patience is most definitely an important factor during play, with some of the more complex levels piling on the frustration factor to almost unbearable levels. With the possible exception of the pending *Spice World*, the worst addition to the long running home gaming story must be the use of pixel perfect jumps. In *Jersey Devil* these leave no margin for error at all, so the player will often find themselves returning to the last continue point – or more often the beginning of the level – after failing to make a fairly simple leap. This is not a good idea my friends! In defence, the frustration factor did persuade us to have just one more try (and another, and another...) and when a tricky jump is finally mastered the feeling of sheer joy is great – but is this a good or bad point? It's hard to decide.

Jersey Devil is very enjoyable game, a graphical triumph and an engaging, albeit rather tricky, romp but is hampered by small but very niggling faults and the sometimes sparse level design. With smaller, more densely constructed levels and a better in-game camera, this could have been a contender for the PSX's premiere platformer. As it is, there just isn't enough here to shake *Croc* from pole position. **JAMES**

RICH SAYS...

Another platformer arrives just in time for Santa to place it in his fat sack. You can see what *Jersey Devil* wanted to be and it seems, in theory, like a much better platformer than *Croc*. It's not fun enough though, with dodgy collision detection and few baddies. It's a good effort but looks and feels rushed, meaning that it acts as *Bubsy's* identical twin. The nice colour schemes but flawed 3D means that the game is a slight disappointment for those expecting something better than *Croc*. Buy *Tomb Raider 2* or *Abe's Odyssey* instead for your platforming needs.



'Where's the pyramid, kiddies?' 'It's behind you.' Ahh, panto, what XMAS bliss



Oi, fat bloke! Enough with your lard arse bully boy tactics, except this slap instead

MILES SAYS...

Ocean's big hope for Christmas follows hot on the heels of *Croc* and plies its trade in a very similar vein. Ocean have undergone a bit of a renaissance of late with the likes of *V-Rally* and *Total Drivin'*, so as you'd expect, *Jersey Devil* looks very nice indeed. It moves smoothly and the characters have a style all of their own. What's lacking is action. It's neither a platform puzzler or a frantic arcade game, falling somewhere between the two and short of the mark as either.

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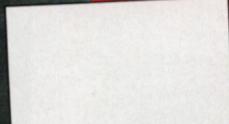
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by North West

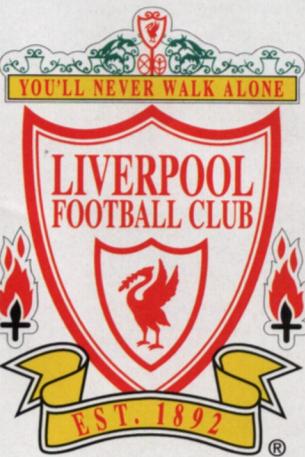
INTERVIEW!

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Frogger

The little green jumper has cottoned on to the retro craze and decided he can still cut it in the new land of PlayStation. All very well, but would you believe what a frog tells you?

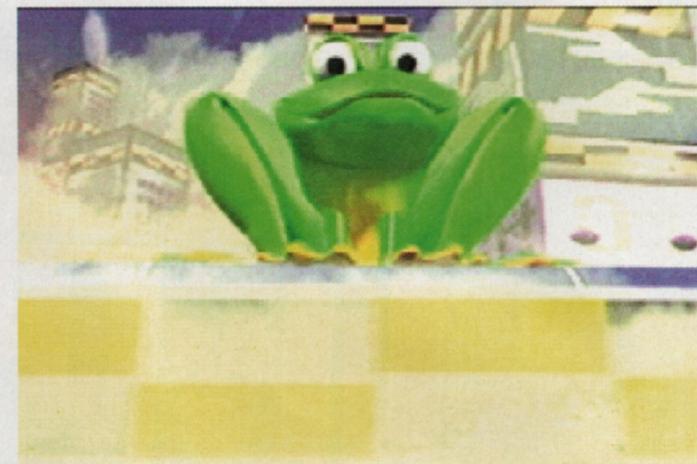


Original Frogger was top, unlike this recent attempt



Hop, Jump and lick. Oh dear gameplay, where are you?

Retro games have their own appeal, there is no doubt that many people enjoy reminiscing about games of the past – we do it all the time in fact. The *Namco Museum* series was fairly successful if a bit uneven on well-known quality titles. The *Midway* collection of arcade titles was popular enough to warrant a sequel too. The past is a profitable bandwagon for many companies – they have old games with an established name and decide to re-release them without having to pay the costs of developing an entirely new game and thus saving money. Old games mostly rely on their name and the opportunity for older gamers (the ones with more cash) to reminisce and open their wallets to pay ten times the face value of a game they bought over ten years ago. Single retro games on their own with a modern spin haven't been that great though. *Robotron* didn't really benefit by being moved to the PlayStation and, to be honest, neither does *Frogger*. The basics of *Frogger* were that you leapt about, as a frog, in order to reach the top of the screen. Cars and other obstacles were constantly moving horizontally so you



Hello I'm Frogger and I was in the good Konami title, but now I'm stuck in this utterly cack game with nowhere else to go. Please help me escape!

had to be a bit cautious in a 'green cross code' manner. It was simple, it was fun and it was good. Then, that was...

Times have changed and gamers do demand something a bit more from their games these days. Adding a few new features to an antique title is about as appealing as sticking Go Faster stripes to an ailing Skoda.

The original game, made by Konami, was an arcade success for the Japanese developers. As a direct competitor to *Pac-Man*, *Frogger* bolstered Konami's collection of Japanese games such as the obscure, but fun, *Pooyan*. Simplicity was the key, and consequently people actually became gamers in their youth – staring at a pulsing black screen with only 16 colours to look at. As the adage goes, gameplay

was good because the graphics weren't. In the nineties however, this formula has been reversed in some cases and when *Frogger* appears, pretending to be new and improved with 3D graphics, you have to be suspicious.

Sale of the century!

Things have progressed a bit in gaming terms now and *Frogger* does seem to recognise this by adding new 'next generation' levels alongside the retro level which looks back towards the large trucks and jay walking hopper. The next generation levels actually abandon the classic style of *Frogger* by adding 'moving' levels in which you have to flick switches, catch power ups with your tongue and rescue fellow frogs. The problem is that the simple 'pick up and play' gameplay of the original has been removed and it all becomes far too frustrating to play for any lengthy period. Pixel perfect jumps are present, and choosing a point to jump when you are on a rotating platform surrounded by other rotating platforms becomes a luck-based chore rather than a



Frogger tries to remember his green cross code while relieving himself on a hard shoulder. 'That's better,' he sighs. 'Now what was that about left, right... wai- arrgh!'



Hop on the red button to make it happen. Go on, you know you want to

TO THE NEXT GENERATION, FROGGY!

The intro sequence features a screen of the original *Frogger* before panning out into sumptuous 3D. Your sticky green friend then dodges cars and buses and hops onto the back of an aeroplane before grinning at you. He's mad, he is.

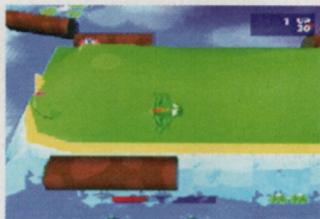


enjoyable experience. The developers obviously recognised the fact that putting out the original *Frogger* with 3D graphics wasn't really going to muster much approval. Instead, by some strange turn of events, they decided to update *Frogger* but remove all its charms and place a shoddy puzzle arcade maze game in the middle of it.

The graphics initially look bright and rather cute but are clumsy in practice, with the large polygon models causing dodgy collision detection. New abilities have been furnished upon *Frogger* too; the heat-seeking tongue is among the most novel, letting you collect flies which then endow you with certain abilities. Super Jumps and Power Crooks further distract the game from its original appeal.

Most of the fun in *Frogger*, however, can be gained from the two player mode, which is a split screen race to the end of a level. The game is played like the original with the aim still being to reach the top of the screen before the other player. Frantic efforts to beat player two often end up in disaster, as you really have to concentrate and ignore the other players' screen. Don't be under the assumption that the two player game is *Frogger*'s saving grace though, because it most certainly isn't. It serves only as a novel diversion from the appalling attempt at a decent single player platform puzzler.

Frogger will struggle to find a place in the modern games market. It may appeal to younger gamers, but isn't going to offer the kind of hi-tech action demanded by today's console junkies. If frustration is your thing, then this certainly provides it – but be aware that behind the graphics the gameplay is no advance over the original. **Richard**



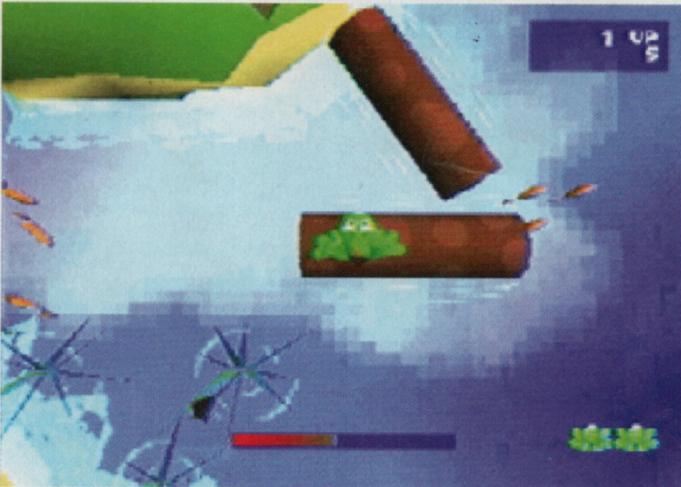
The amount of floating logs suggest an energetic lumberjack is in the area



The water effects are reminiscent of *Micro Machines V3*

MILES SAYS...

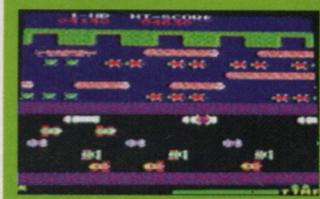
To say I was dubious at the notion of a 32-bit *Frogger* would be akin to Saddam Hussein describing himself as 'a bit of git.' The reality is much the same. There are now 3D platform levels among the traditional crossing roads and streams bits, but they don't significantly improve things in terms of playability, remaining very simplistic throughout. This is ideally aimed at youngsters with its simple gameplay and bold, colourful graphics, but older players should steer well clear.



Two large logs and three fish swim about the garden pond while Froggy decides whether to jump or not. Ohhhh, excitement overload

LET THE OLD TIMES ROLL, HOP, SKIP AND JUMP

Having told you via the intro sequence that *Frogger* has become new and improved, embracing a 3D world like a duck to water, the first level throws you right back into an eighties time warp. The gameplay is practically the same as the arcade, it's only the graphics that are modern.



TP RATINGS

Total PlayStation

Frogger is old-fashioned sentimental fare aimed squarely at the younger player

Publisher: Hasbro Interactive

Price: £39.99

Developer: Millennium

Released: November

Players: 1-4

Game type: Arcade Platformer



[GRAPHICS]



[OVERALL]

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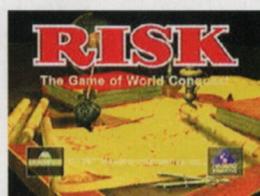
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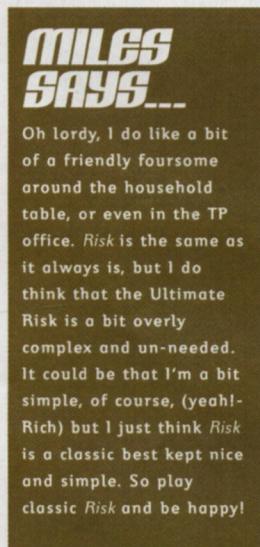
Hasbro

Risk

The board game of world domination is converted to the PlayStation for megalomaniacs and aspiring dictators who feel the need to rule.



Risk — The game of world domination and punch ups



TP RATINGS

PlayStation

Publisher: Hasbro Interactive

A suitable conversion of the game for fans or board game addicts

Developer: Hasbro Interactive

Price: £39.99

Players: 1-4

Released: November

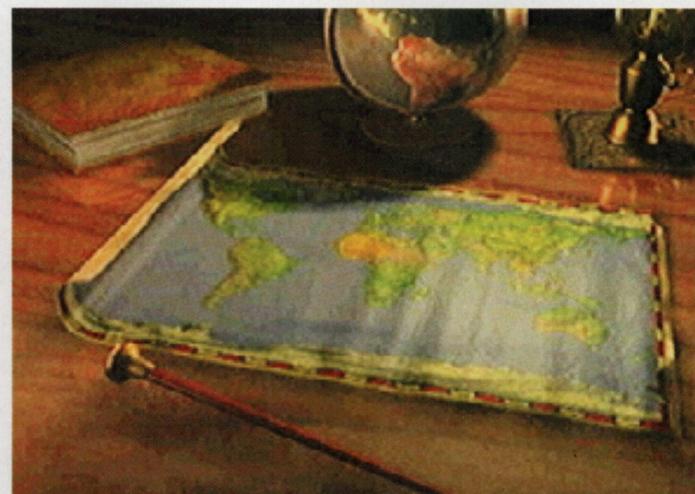
Game type: Board Game

Graphics: 76

Sound: 87

Playability: 84

Overall: 83



You probably know the rules, or perhaps you don't. Just for the record, *Risk* gives you a world map and asks you and up to three other players to have a fight on a global scale. The world map is divided into different territories and each player has a set amount. You then take it turns to do battle against each other, choosing to throw either 1, 2 or 3 dice to throw against the opposition. If you win, you command that territory and move on in your quest.

It sounds quite simple, and the Classic Risk option is, but battles can last for ages when playing tactically against human opponents. Against the computer, things are a little bit faster as the PlayStation doesn't spend ages deliberating over what to do next. Of course, you will probably want to know what *Risk* offers over the cardboard counterpart. A more complex version of *Risk*, called Ultimate *Risk* adds things such as generals and sea traversing to the formula which will be of great use to *Risk* masters who have played the board game to its limit. And, let's face it, if you're buying PlayStation *Risk* you must like the board game quite a bit.

If board games are your things, then both *Risk* and *Monopoly* are excellent

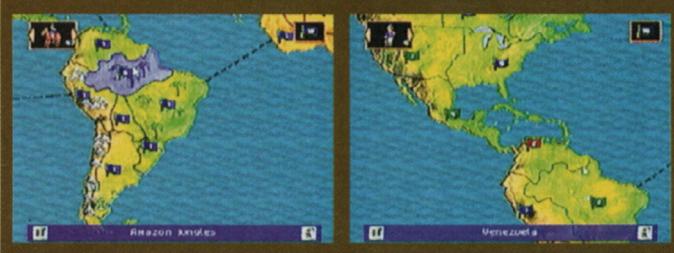
conversions that offer every possible detail of the board game. *Risk* adds a marching military score to the proceedings, which is quite atmospheric if you're playing on your own. Solo play is a major feature of the game — of course, it's not much fun playing the board game on your own. Apparently, *Risk* is intended to be played with a group of friends with a large pack of tortilla chips and some choice of beverage. It's not as fun as *Monopoly* but it depends what you're used to — world domination or a bit of wheeling and dealing. *Risk* may find more fans on the PlayStation because of its wargame aspects, which appeal to many strategy fans and there's nothing else quite like *Risk* to buy on the PlayStation at present. **Richard**



The different maps help you make tactical decisions

THE WAY OF WAR

Classic Risk or Ultimate Risk? The choice is yours. It's not advisable to dive straight into Ultimate Risk without honing your skills on the Classic versions, because you'll get confused or killed — or both — which is not the best way to go about things. This is especially true if you're playing against friends, who will then ridicule you in their secret professional meetings of board game players.



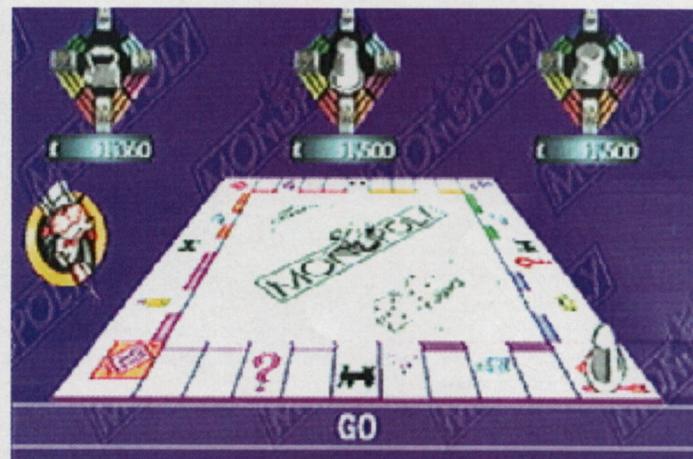
Hasbro monopoly

The family finance game becomes a PlayStation battleground, as the TP crew have a *Monopoly* bash and things get nasty...

Dear. It was perhaps not the best idea to ask fellow workers Miles and James to participate in a game of *Monopoly*, but it seemed like a good idea at the time.

Gremlin's entertaining conversion of the game is a clear and simple conversion of board game to video game. Menus are easy to flip through and things such as property cards are never lost. Up to four players can compete and the layout of icons is easy to read. For £40 it's the safest and tidiest way of playing the game, although the 'safe' part of the sentence isn't completely true. For a start, people do get agitated when in competition. James, the constantly mean and moody staff writer, objected to the naming of him by his surname, as it was bringing back unpleasant memories of his sadistic rugby teacher. Or something along those lines.

Miles sets about dominating the proceeding by buying up almost every property while I spend far too much time in jail and er, trying to cheat while winning a beauty contest. I then flog my only train station to the Miles the fat cat - who now



Miles, Rich and James fight to the death. 'Oh, boogie,' says James, 'I've landed on the community chest, thinking it's a negative part of the game'

has the whole set - and James is buying up all the utilities while I wander about aimlessly. You can't really cheat as long as the other players are looking at the screen, which is a bit of a let down, but only for me as I head towards bankruptcy. A brief high period for me follows but then I lose it

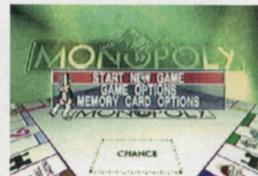
all to Miles. Miles then goes for James but then, through some inept fumbling, manages to become level with him.

I sit back and contemplate the humourous cut scenes and ditties of the game and conclude that it is a fun game which is much easier to set up than the board version and therefore instantly more addictive. I'm still writing this as the capitalist kings fight to the death, which surely says something when you've got the likes of *Tomb Raider 2* and *Duke Nukem* in the office. **RICHARD**

THE PLAYERS, PROPERTY AND THE PAIN.

Miles, the fat cat, wins by careful purchase of train stations. James gets the utilities and a few decent properties. I accidentally bid an obscene £600 for Pall Mall and never really recover, having to sell out to the other two.

I cease playing to write the review, and James eventually caves in and doesn't have enough property left to pay Miles.



Chance, chance, chance. Advance cards are great, whereas any involving payment are not

JAMES SAYS...

Boo hiss, bleeding Guttery cheated! I was the rightful winner and he just got lucky! What a great game - as Richy said, having such A-Grade titles as *Duke Nukem* simply left on the shelves in favour of this, is surely a massive recommendation in itself. Actually if it wasn't for the rather nasty fist fight that broke out after the previous game, we would probably be having another try at global domination right about now. Greed is good and don't you forget it, fella!

TP RATINGS

TOTAL PlayStation

A clean conversion with good effects, tunes and addictive gameplay

Publisher: Hasbro Interactive **Price:** £39.99

Developer: Westwood Studios/Gremlin **Released:** Out Now

Players: 1-4 **Game type:** Board Game Sim

[GRAPHICS]	78	[OVERALL]	75
[SOUND]	81		
[PLAYABILITY]	76		



Power Soccer 2

The game which introduced Cantona style kicks to the genre has got a sequel with er, a number 2 after it, and some extra features over its '97 update. Allegedly.

I WANNA BE A FOOTY STAR (OR A ROCK STAR)

The intro of *Power Soccer 2* features clean shaven people that look about twelve years old. It's nice to see such pre-match excitement and even a few tackles about the place. The music isn't ideally suited to the proceedings but I'm sure the wannabe football players will get excited, a bit. Maybe.



The first *Power Soccer*, called *Adidas Power Soccer*, was novel in that it offered you the chance to recreate special moves on the pitch. The Adidas 'Predator' kick was also used for a bit of nifty product placement, that ensured that said footy boots flashed up on the screen. It was an unashamedly arcade-based game which was quite good at the time. The '97 update fared less well against new PlayStation football games and now that *Actua Soccer 2* and *ISS Pro* have appeared, things are even tougher for the performer with a lost license.

Things don't look that promising to start with and anybody expecting an inspiring title screen will not get what they want. A fairly drab intro screen welcomes you but after that you'll discover that there are still a fair amount of stats and a choice between arcade and simulation modes. The arcade mode is where most people will head at first. A choice of 75 teams



A neat header makes the nearest player of the opposition burst into an impromptu rendition of Riverdance while the stunned players look on...

from 3 updated leagues from 97/98 appears and so does the usual tournament and friendly options. In-game play is where a football game is judged though, and it's at this stage that *Power Soccer 2* becomes slightly unstuck.

One feature that has been retained is the hilarious killer ball syndrome. When



The shadow of the power shot has doubled the size of the ball. The goalie realises this and attempts to make himself larger for the incoming shot

the ball strikes a player on the back of the bone, he will fall over completely. Whether or not this is intended to be humourous is not quite clear, but as the game claims to be twice as funny as the last one, this appears to be the case. The game doesn't opt for the all-out humour of the drab *All Star Soccer* though – which is a blessing – but having your striker knocked over by a ball at a vital scoring opportunity can be irritating in one player mode against a demon computer team.

Another flaw is that when passing the ball, the pass will almost always go straight towards a player and he will be static until the ball ends up at his feet. While this might lead to a tight passing game, the lack of scrambles to reach the ball, as in *Actua Soccer* or *ISS Pro*, is a



The opposition doubt their goalie, placing an extra player in goal



Oh no! screams the player who has been tricked into kicking a sticky helium ball. I'm going to the moon, and I'm going to see the stars. The blood rush to the head is clear

gaping omission. Tackling in the game is quite accurate with two types – mild and fierce. You can perform a light sliding tackle which runs little risk of being labelled with a card. Alternatively, the 'bum' tackle as we refer to it, is a violent double legged lunge. The bum bouncing tackle will cause the receiver to be shown a card almost immediately and should only be used for last ditch penalty punch ups.

"A terrible foul – outrageous!"

Commentary is provided by a lacklustre Brian Moore, who seems to convey as much excitement as a new Des O'Connor

record with special collector's photos. The statements such as 'a terrible foul' and 'the ref should have a word' are said in such a laid back tone that the whole atmosphere of the match becomes diluted. Statements which contradict each other appear one after the other – one saying that 'the entrance fee was a price worth paying,' while six seconds later Brian comments on 'what a disappointing match this has been.'

Other games sometimes suffer the same dilemma but it's a shame to see that it keeps happening in *Power Soccer 2*.

The preset option for types of league and cup is very extensive: Euro '96, Top 20

AND THE REF SHOULD HAVE A WORD

Football injuries are always painful to watch. *Power Soccer 2* gives budding Cantonas/Bruce Lees a chance to perform flying kicks, double legged tackles and just plain obstructions. The ref will hand out cards faster than a high speed, card chucking casino hostess on Saturday night overtime at the Golden Horn. The ref does indeed 'have a word' – as Brian Moore would say in a slow drawl. Much like the casino hostess on a Sunday morning, in fact.



The goalie sticks to the spot, above, causing a stupid goal to be achieved

EuroCup and the ultimate World Cup. The game is clearly geared towards aspiring football players, as it is wrapped up in the glory of what some call the Beautiful Game. The intro, which focuses on a number of jumping young things standing in the spotlight of the crowd, suggests the same thing. The arcade type play will satisfy those fans and the one button 'loop the ball around your head and back whilst standing still' move will impress. The super shots, which replace the Predator kicks, are excitement-inducing stuff too. As long as you turn the commentary off.

The animation of the players has been improved but isn't as smooth as we would've expected after seeing Gremlin's efforts in this area. Reverse kicks and set movements are smooth, and the game is fast, but the play on the pitch looks disjointed. The play is best achieved with a blind ref as the whole point of the arcade mode is to keep the action going. You'll still be stopped for the occasional foul but that's better than having an ongoing conversation with the man in black.

Overall, *Power Soccer 2* is a game best suited to video game novices who are aspiring footy stars. It's not that *Power Soccer 2* is bad – it's not, it's average and in the land of PlayStation footy games, that's a dangerous thing to be. **Richard**

JAMES SAYS...

Football, funny old... 22 men on a pitch or should that be on a disk? Proving to be by far the most popular of the console sports sims, football is coming once more to a PSX near you. After last month's disappointing second outing of the *Actua Soccer* series, it looked as if *ISS Pro* would remain top of the Premiership. Whilst being a reasonable runner up, *Power Soccer 2* lacks that certain something that made *ISS Pro* the benchmark. This said, losing the Adidas name appears to have improved the gameplay greatly, losing the daft supermoves. A good kick about but not much more than that!



Options galore for football players and normal gamers too

IP RATINGS

PlayStation

An average arcade title that doesn't stand out any more

Publisher: Psygnosis **Price:** £44.99

Developer: Shen **Released:** December

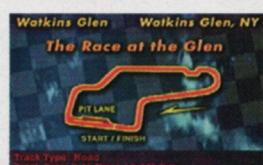
Players: 1 - 4 **Game type:** Football Sim

[GRAPHICS]	83	[OVERALL]	72
[SOUND]	70		
[PLAYABILITY]	76		

NASCAR '98



The only racing simulator whose title is totally made up of capital letters makes a rather sluggish return to the PlayStation.



The racing genre is divided into two very separate schools of gameplay: arcade or simulation. The differences between the two are sometimes blurred, with the producers seemingly unsure of which direction to send the product. Psynopsis' best seller, *Formula One* exemplified the simulation approach giving the player the option to race in realistic conditions with success being dependent upon careful and well planned handling. For the player wanting to do quite the opposite, an Arcade mode was also provided, allowing completely reckless driving without paying the consequences. Following in the same tradition came the popular PC driving series' first PlayStation conversion, *NASCAR 96*. This again attempts to appeal to the mass market by giving the player the opportunity to choose realism or pure arcade madness.

Unfortunately *NASCAR 96* was not a particularly great entry into the driving genre, but it did show a glimmer of unrealised promise. EA Sports decided that they had the power to rebuild it, so they purchased the license with the resulting game being the aptly titled *NASCAR 98*.

NASCAR racing is a track-based motor sport in a similar mode to stock cars – which literally translates as racing with a full grid of complete nutters all with the will to win at any cost. (Read as 'crashing full on into their opponents at top speed').

Could the PlayStation be about due for a knuckle whitening experience to match *DD2*, or yet another second rate driving sim?

Learn a Lesson?

Unfortunately the answer to that is the latter – and even more annoying is the fact that the game isn't hampered by a single gaping inescapable flaw, but by a number of minor but equally crippling mistakes.



Why not watch a replay of your last race to relive all those moments of excitement experienced, enjoying the clash of metal and the screaming of burning rubber? Well the reason we won't be watching a replay is because the game is cack, plain and simple!



Oh look, it's a much of slow moving, jerky vehicles driving around a load of samey tracks! Blimey it's amazing what passes for entertainment these days, shocking

The original game showed a faint glimmer of potential but the lacked that certain something to make the player return for a second sitting.

The main criticism that was thrown towards the last outing of the *NASCAR League* was the game's almost complete lack of speed. Spending the afternoon sat behind the wheel of a extremely powerful sports cars should have the knuckles whitening and the old adrenaline glands working overtime – check out Sony's latest *Rapid Racer* for further details – but *NASCAR 96* gave around the same rush as having a piggy back ride from your grandmother! Thankfully this unforgivable flaw has been tweaked for this year's outing, but the frame rate is still far from nippy.

The laborious course design doesn't really help matters; admittedly some of the latter courses do have a number of nice touches and give the less discerning player a reasonable race, but the remaining tracks are mostly of the oval variety and are



extremely dull. How on earth do the designers think that people will derive any kind of pleasure from driving the same old banked corners and long stretches?

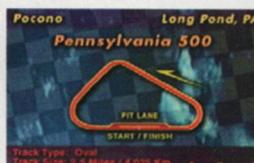
Amongst the 17 courses there are said to be almost perfect reproductions of 11 official association tracks, which may go some way to explain why *NASCAR* isn't shown on our TV stations!

So with speed and course design failing to make any kind of impact, then surely with this being a simulation the handling should be near perfect? Well, having never sat behind the wheel of a *NASCAR* racer we can't confirm that these cars really do handle like shaky lumps of wood, but we very much doubt it! The constant shaking of the vehicle was at first thought to have been caused by our somewhat reckless driving as we struggled to get to grips with the awful controls, but even the most healthy of vehicles seem to wobble all over the road, which is very surprising when the vehicles are supposed to be factually based.



A CRASH SMASH

The most enjoyable part of any form of motor sports game has to be the spectacular crashes that befall the more hapless drivers, cool. (Readers this gives you a clear insight into James' poor mental state, sick sick man! – ED)



Yawn Factual

On the positive side the game does have a couple of interesting elements; during the race the player will be up against up to 23 other competitors which goes some way to increasing the much-needed thrill factor.

Then there are the elaborate crashes that

MARTIN SAYS...

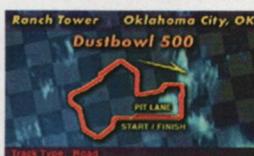
It's a funny old game for funny old blokes with moustaches and baseball caps driving round and round in circles at, supposedly, high speed in cars that handle like a sack of s**t.

NASCAR '98 looks strangely similar to NASCAR '97 which I had on my Apple Mac although the PlayStation version is somewhat easier to control. I have to agree with James, the best bits are definitely the smashes, this might as well be Demolition Derby and it's much more fun driving the wrong way.

the careless racer will have to endure when the inevitable collisions take place sending the cars spinning uncontrollably in the air – but we have to ask a few questions about a game where the most enjoyable factor is cocking it up!

Graphically the game is far from DD2, but it does excel over its predecessors whilst still suffering from some nasty pop up on the external view points. Further improvements include the non-incident weather conditions and the – thankfully – re-definable vehicle handling and performance, at least allowing the player something near control over the cars. The in-game commentary by NASCAR's very own Bob Jenkins (?) is a hoot, sounding like a middle American version of F1's Murray Walker.

But soon enough the flaws begin to seep back into the mix, and surely the most unforgivable omission is the two player mode – commonplace in all memorable entries to the racing game – which not only increases lifespan but also adds a



THAT'S FOR YOU, YOUNG 'UN

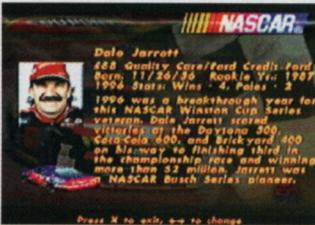
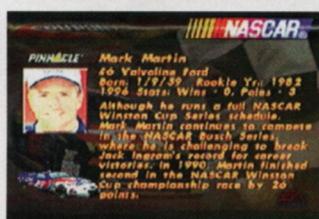
The full league of racers are contained within the confines of the game, but it has come to our attention that they are all old dudes, most of which look like Burt Reynolds – possibly explaining why the game is so darn slow!



Wheel spins and powerslides put needless wear and tear upon the wheels of your cars, tut, tut

completely new level to gameplay, serving as a perfect learning aid and a great deal of fun... but not in this game for the simple reason that it doesn't have one!

NASCAR '98 is a very mediocre release from the declining EA Sports label that will no doubt be lapped up by the sport's fanbase, but will appear far too sluggish for the average racing fan, leaving most wondering, 'God damn! Where's the rush?' **James**



TRACKS

NASCAR '98 features loads and loads of tracks, made up of various locations across the US. Unfortunately for the most part they are all pretty mindlessly boring, super fably tackle, huu?

TP RATINGS

TOTAL PlayStation

Publisher: EA Sports

Price: £44.99

Developer: In-House

Released: December

Players: One

Game type: Racing

Driving by the seat of your pants? Not really, it's just pants that's all

Price: £44.99

Released: December

Game type: Racing

[GRAPHICS]

[OVERALL]

[SOUND]

[PLAYABILITY]

[GRAPHICS]



maximum Force



The differences between software that has been developed specifically for arcade consumption and games for the home market are very hard to focus upon. The only possible indication of a game's original origin can often be deduced from its lifespan — since a game that requires several days worth of time and much effort before players achieve much is hardly the best new addition to a video arcade. The aim of most arcade games is to simply provide the player with a short lived but memorable burst of action, from which they can walk away and return to — when the desire is there.

Nowadays the much increased processing power of such hardware game tools as the PlayStation has blurred the differences between the two entertainment mediums. The most noteworthy development of this is the relationship of Sony and Namco, with the latter arcade developers adopting the PlayStation hardware to develop various of their recent arcade hits. Thus the arcade game has entered the home and (with only a few exceptions) these new incarnations have not only matched their counterparts but excelled them, giving the player increased scope over the arcade gameplay, thanks to the now pretty commonplace addition of 'PlayStation only' options.

The home market place has successfully embraced all arcade genres now, with the possible exception of light gun blasters.



Oh, I do like to be beside the seaside, Oh I do like to be beside the sea. There are lots of mad terrorists besides, that I would like to be beside, beside the seaside, beside the sea. Thus ends yet another slow day on the captioning front — good night ladies and gentlemen

Maximum Force is the best game ever... ah, sweet sarcasm — you taste so good!



Help me, I appear to be trapped within this very poor game! Maybe I can smash my way out of here, and try to find a game worthy of my impressive beard!

When this flagging genre was kick-started by Sega's seminal 3D shooter, *Virtua Cop* and Namco's stunning *Time Crisis*, the arcade was once more filled with the sounds of gunfire and those immortal wise words — "Reload". No matter the overall quality of the game, the primitive pleasure that can be found in staring down the barrel of a loaded weapon is hard to match — thus the gun game market flourished. All the major developers tried their hands at gaining a hearty piece of the pie: Sega had its *Virtua Cop* series, Konami had the awful *Crypt Killer*, Namco had *Time Crisis* and Atari's effort was *Area 51*.

Fickle mistress

Ironically, with the exception of *Time Crisis*, the success of the new console light gun blasters has been less than inspiring, with



the games receiving poor critical acclaim and selling purely on novelty value alone. The reason that the Namco title was so well received and the others were not is simple — *Time Crisis*' designers took a look at their original arcade product and its PlayStation competitors and learnt from the obvious limitations they faced.

Both the linear nature and self-limiting lifespan of the genre had to be addressed, so the Namco conversion of *Time Crisis* offered not only a complete translation of the arcade code, but also a completely new version of the game. This PlayStation-only level was far more than an afterthought, spanning a far greater area and providing a longer-lasting challenge than its arcade counterpart. *Time Crisis* has now become the benchmark of the PlayStation light gun game, and any new titles will be judged against it.





Obviously undeterred by such weighty competition, GT have launched their own blaster, *Maximum Force*, the semi sequel to the Roswell-esque *Area 51*. Now you would think that since it's in direct competition with Namco's game, *Maximum Force* would at least be able to equal *Time Crisis* in terms of gameplay. Sadly, in all honesty *Maximum Force* really has to rate as one of the most unappealing and downright bad entries to the genre ever, second only to the appalling *Crypt Killer*.

Maximum Force is again based upon an (obscure) arcade game and like its predecessor makes the same mistakes. Using rendered backgrounds, with 2D sprites providing the target fodder, the plot takes a break from aliens and deals instead with the exploits of an international super secret agent – the goal is to put an end to not one, but three evil and fiendish plots.

Each of these nasty schemes provides the basis for one of the game's three levels – the details of which are unimportant and are of the formulaic gung-ho, kill 'em all variety. Two of these missions are available by default, with the third only accessible after success in the first two. Great.

SHOOT EVERYTHING!

Mirroring *Area 51*, *Maximum Force* features a number of secret bonus games, which are accessed when certain objects have been destroyed. Sadly this is very hard to achieve, as pretty much every one of the on-screen items can be destroyed, so it's a case of luck over judgment.

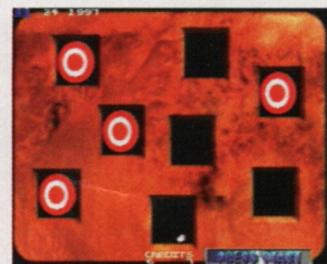


Initially things appeared to be rather good. The first level takes place around a harbour, allowing the player to ride around in a mini sub, and encounter an underwater minefield, en-route to an aquatic hideout that Bond would be proud of. Unfortunately this first mission quickly comes to a very unspectacular finale – and it's at this point that dismay begins to set in. The next level is also instantly enjoyable, if a little hampered by the game's camera, which swoops and floats with such an exaggerated effect that players could be forgiven for thinking they were viewing the proceedings through the eyes of Superman.

All too soon this level also comes rapidly to a disappointing end. Now it's time to move on to the final showdown and surely, as the last level, this must be hard to complete?

Is it a bird?

Guess what? Yes, the final level is sadly not the game's crowning glory. The usual mixture of baddies and vehicle riders are on offer, all allegedly building up to a climactic battle with the international crime lord responsible for the game's ills. As his hideout comes into view you reload, preparing yourself for a grand



I spent four long years in acting school, passed with honours and for what? The first professional job I get involves shaving off my hair, wearing sunglasses and screaming – and all for some silly PSX game! I played Hamlet at college, you know. I will have to fire my agent!



bottle, one big enough to make the mediocre previous levels worthwhile... Only to receive yet another boring cut scene and the end credits – rapidly followed by the realisation that you've just spent 40 notes on a game that you've finished on your first attempt, without even trying too hard. D'oh!

Maximum Force is a very ordinary arcade game, that's a pleasant enough time-waster for those wanting some undemanding thrills – but as a full-priced PlayStation game this stinks. With no new additions and only three tiny levels, we have to wonder if anyone will be daft enough to actually purchase this instead of *Time Crisis*.

It does have a couple of merits – the two player mode is worth a couple of goes, simply to compare accuracy with that of a friend. *Maximum Force* is also packed with unintentional laughs, which do provide a few chuckles – the most memorable being the innocents who wander aimlessly through the battleground, completely unaware of the carnage that surrounds them. Another quite enjoyable touch is the inclusion of secret bonus games, which provide some refreshing gaps in the dull gameplay – including such tongue in cheek tasks as blasting away roost chickens and protecting bathers from sharks. But alas, this kind of quick, novelty fun is not enough for us to give *Maximum Force* any kind of recommendation!

Maximum Force is a limited, hackneyed and completely shallow blast. A must-buy for any very wealthy PlayStation owning insomnia sufferers who've tried all the other remedies available. **James**

RICH SCREAMS

Arrgh, no! What are they playing at? First *Time Crisis* appears and redefines the light gun game genre and then *Maximum Force* ambles in – and the effect is comparable to a damp blast from a water pistol.

The graphics are all dire, pixillated sprites and the actual gameplay is hugely unimpressive with little skill involved at all. After the sharp shooting, long lasting gameplay we've seen in *Time Crisis*, *Maximum Force* could be far more aptly known as *Minimum Force*

IP RATINGS

TOTAL PlayStation

GT Interactive scrape the bottom of the light gun barrel, once again

Publisher:	GT Interactive	Price:	£39.99
Developer:	Atari	Released:	December
Players:	Two	Game type:	Light Gun Blast
		[GRAPHICS]	71
		[SOUND]	56
		[PLAYABILITY]	20
		[OVERALL]	39



The Name's Bond – You Know The Rest

Competition

BOND MOVIE GIVE-AWAY

He's smooth, he's suave, he's every woman's fantasy (my ears are burning – James) (Lost for words – ED). He's the most popular movie icon in the entire world, his name is Bond, James Bond and best of all, we've got him! For the ultimate fix of secret agent and top bird action, MGM/UA Home Entertainment are offering a complete set of every Bond movie put on celluloid – that's 17 in total – each in their original widescreen ratio, for the lucky winner pulled out of the hat. Answer the following question and complete the tie breaker, then simply let the postal service and Lady Luck do their stuff and who knows, those movies could be yours.



1: Which of the following is the title of Bond's 18th adventure?

- A. Tomorrow We Die
- B. Tomorrow Never Dies
- C. Tomorrow Never Comes

2: Name Goldfinger's loyal henchman in the movie of the same name

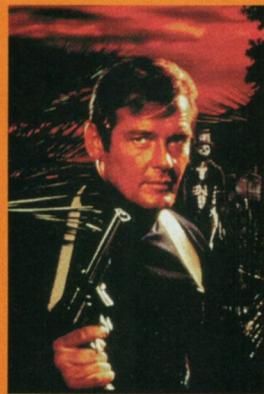
- A. Bob-a-Job
- B. Fat Bob
- C. Odd Job

3: Which is Bond's favourite tipple (remember, it's always shaken and not stirred)?

- A. Vodka Martini
- B. Scotch on the Rocks
- C. Gin and Tonic

Complete the following tie breaker in no more than 25 words

If I'd captured Bond, I would devise this painful death for the tux-wearing super smoothy...



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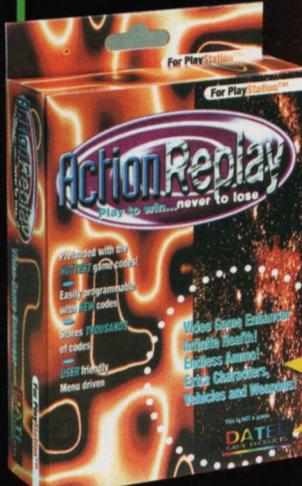
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Yusha



Once more to the fray, my friends! Cry havoc and so let slip the mediocre PlayStation dogs of war... or words to that effect!



Pick a character — I'll take a bird please, cor blimey matron



So you think that I should invest in some under arm deodorant?



Pull off a dead impressive special move — go on, the ladies love a bit of it



Sadly 'The Complete and Unabridged Guide to Programming a Playable and Visually Pleasing Beat-'Em-Up' has yet to be written and until such time that it hits the mainstream press it looks as if prospective authors Capcom, or the equally dominant Namco, will maintain their stranglehold on the market. All but a fleeting glance of the shelves of any video game store will illustrate the sad truth of the 3D fighting genre. With the possible exception of Square's *Tobal* series (Happy now Richy Boy? — James) the only 3D beat-'em-ups worthy of mention are from the Namco and Capcom stables. The reasons for their Midas touch are unknown, but their intangible, but instantly recognisable, mark of quality has yet to be matched. The rest of the many entries lining the gaming bargain buckets across the land all fall into the distinctly average bracket. All, ironically, sharing the same gaping flaws; the old 'great graphics engine with gameplay suffering accordingly' or vice versa chestnut. Or on the other hand you have the 'all too clever for their own good' releases, that promise a revolutionary new addition to the laws of the beat-'em-up and then fail miserably. Far from being a classic entry, JVC's *Yusha* has successfully managed to incorporate some fresh concepts in this increasingly repetitive genre without suffering a loss in the gameplay itself.

The game was to start life as 'Heaven's Gate,' which was hastily changed after the jolly members of the Heaven's Gate cult decided to take a permanent vacation in a UFO contained in the wake of the passing Hale Bopp comet. Not wanting to push the boundaries of good taste, or lead people to



Pure arcade gameplay and a stunning graphics engine make this one of the most recommended... Oh excuse me, what I was I thinking about? Disregard!



Oh, monkey boy don't you now it's bad manners to kick ladies in the face?

believe that they actually were buying a bizarre cult member sim, *Yusha* was born.

Cult madness

The throwaway plot takes its inspiration from Japanese folklore and is therefore completely void of any kind of coherence. It would appear that Japanese demons have far too much time on their hands, and for some typically bizarre Japanese reasons take it upon themselves to grant certain mortals super powers. As expected, some turn their new found powers to promote evil and others to fight the good fight. The forces of good and evil use their new found followers as tools of the respective trade, making the Earth the battleground for the climatic showdown between the two powers... we could go on, but we doubt



NEIL SAYS...

I think as usual good ol' Galey Boy has been a little harsh of *Yusha*. Yeah sure, it's not going to be competition to *Tekken 2* and *Soul Blade*, but everyone is bored of those two by now and wants something new, and those gamers can't go far wrong with this. Perfect for the new PSX owners, for whom *Tekken* would be far too complex. *Yusha* is a great example of arcade style pick up and play action that is even better when played with a friend. A good little game, all-round.

that many will care if we halt all this Japanese nonsense right here.

Underneath its wonderfully inept plot, beats the heart of a strictly average 3D beat-'em-up, falling for all the expected clichés, most evident being in regard to its cast of characters. The player can seek to defeat or aid evil using one of eight default characters or the ever present secret characters, a disappointing two in this case. Each character has an evil counterpart chosen with the start button, which sadly only entails a simple change of outfit and nothing else, so is a bit bleeding useless isn't it! The expected hackneyed pugilists make up the game's ranks, with the ever present Ryu wannabe, a Japanese school girl – with added gratuitous underwear shots – and not forgetting a Blanka-like monkey fella, yawn!

The single player game is as equally yawn-inducing as its characters, with the odds weighed much in favour of the opponent when playing on the intermediate setting and beyond. The easier levels begin with a case of 'whack the buttons and – hey presto – end

PICK YOUR CLICHÉ



Verny
Country : France
Hobbies : Car Racing



Dulffer
Country : United Kingdom
Hobbies : Horse Riding, Polo



Kyosuke Minabe
Country : Japan
Hobbies : Basketball



A Hau
Country : Congo
Hobbies : Dancing



Engetsu
Country : China
Hobbies : Board Games



Sasa
Country : USA
Hobbies : Photosynthesis



Nanase Saikawa
Country : Japan
Hobbies : Basketball



Jin
Country : Japan
Hobbies : Battles

sequence... surely a correct balance could have been hammered out during play-testing? Further, and surely completely unavoidable casualties that have added to *Yusha*'s mounting woes are the sluggish frame rate, rendering the fighters with the speed of your average old lady, and visuals that are also less than impressive, with the inclusion of PAL borders making the once bearable blend of blocky characters battling on impressive 3D backgrounds an unpleasant crushed mess.

Too little, too late

In all fairness the inclusion of some excellent lighting effects are very welcome and do gloss over some of the more ugly elements, but only just.

The choice of combat method is also a bit of a mystery, opting to use similar mechanics to *Toshinden*, which was universally slated for its lack of fluidity and minimal combo abilities – an accusation that can also be levelled at *Yusha*. The use of a *Street Fighter 2* super move power bar does give the player a number of new moves and far more powerful

offensive actions to uncover. *Yusha*'s crowning feature, that shines some light onto the otherwise dull proceedings, is the option to battle in either freestanding or completely confirmed arenas – the latter being of particular merit, allowing the player to literally bounce their opponent around the entire ring. When mastered this can greatly increase combo opportunities, and more importantly, generate some much needed excitement.

There are a number of routes through the one player game, including Time Attack, Endurance and Practice, sadly none of which are particularly worthy of many merits. Yet when all seemed lost, we ventured into the two player mode and thankfully found all is not as grim as it seems. As with most games – amongst other things – they are best experienced with a like-minded friend, and what greater way to spend your time is there than fanatically bashing a buddy of yours head first into a wall? *Yusha* is a pleasant enough waste of time in two player, but is far from any kind of competition for the PlayStation big boys of the genre, which goes some way to summing up the entire package.

Yusha is a game of average highs and some very deep lows, enlivened by its multiplayer mode but equally hampered by the poorly realised single player game – far from your tip for the Christmas number one. Make of that comment what you will! **James.**



'I'll scratch your eyes out!'
Come now, play friendly
ladies... tsk tsk



For all its faults, *Yusha* is still one helluva lot more fun than being a dead cult member, which is a recommendation in itself!

TP RATINGS

Total PlayStation

Minor beat-'em-up enlivened by a few interesting touches

Publisher:	JVC	Price:	£39.99
Developer:	Atus	Released:	November
Players:	Two	Game type:	Beat-'em-up



[GRAPHICS]	76
[SOUND]	74
[PLAYABILITY]	65

[OVERALL]	70
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Red Asphalt

The aged *Rock and Roll Racing* has a sequel, which dumps its isometric origins in favour of some 32-bit first person visuals and new gameplay.



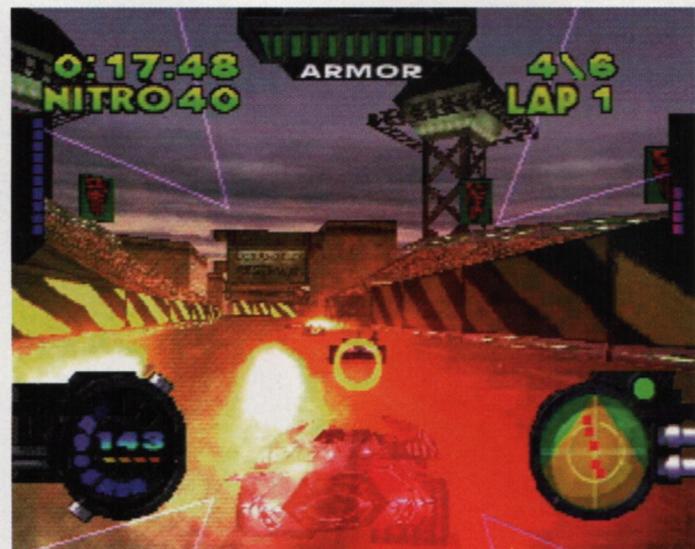
Dark hues permeate the intro and presentation screens

Racing games seem to have always been twinned with violence. Arcade games from the eighties – such as Midway's classic, *Spy Hunter* – established that guns could be used in cars and other James Bond style devices, such as smoke screens and oil slicks, could be added to the mix. Atari then followed this with the first person perspective racer known as *Road Blasters* and added in a great dose of speed and yet more novel weapons.

It seems strange that, even today, the shoot-'em-up is often fused with the racing game. *Grand Theft Auto* bears similarities to *Spy Hunter* and *Spy Hunter* itself is ready for a second coming on Williams' *Arcade Volume 2*. The *Twisted Metal* series has

Red Asphalt bears little similarity to the original, graphically, and has a much darker look

done very well too, with the sequel being a vast improvement on the original. This leads us to *Red Asphalt*, which has been a long



The impressive amount of track side scenery is the best point of *Red Asphalt*. Objects often move and there is no slowdown – a welcome feature, given many current games

time in coming. Info started circulating about the game in 1995, when the UK PlayStation was launched. The adage 'better late than never' could possibly be applied to the game,

Red Asphalt really bears little similarity, graphically, to the original and has a much darker look. On first glance the game could be *Twisted Metal 3*, but then you realise that the *Loaded* style of the character designs is new. The front end of *Red Asphalt* is quite impressive, if a little baffling for the first few plays. You first have to purchase your set vehicle and select the driver before you go ploughing onto the tarmac. The dark, almost gothic look of the game is present even in the presentation screens, which are metallic and highlighted only by the neon text's glow.

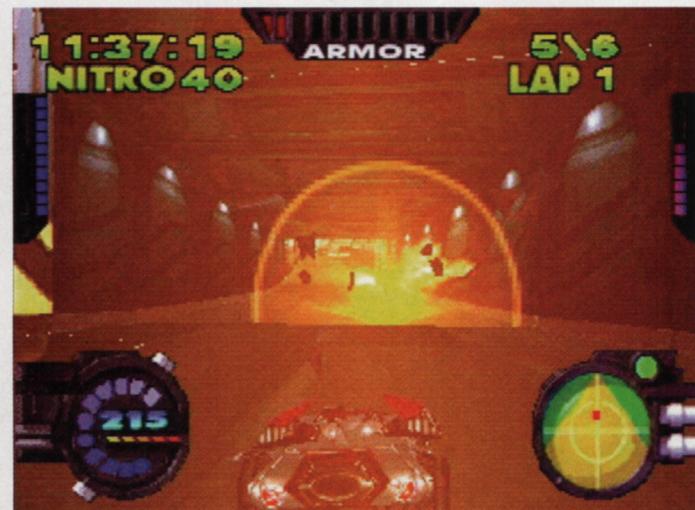
depending on your feelings about the original isometric romp, which combined intergalactic battle grounds with highly addictive gameplay.



Luminous explosions abound, but are pretty unimpressive



Explosions eventually become irritating, and break up the racing theme



Similarities to *Wipeout* can be seen most obviously in the tunnels but the cars don't handle like the Anti-Grav craft of the *Psynosis* sadly. More like fridges on wheels

DOGS, MUTANTS AND 'HANDSOME' JACK

The characters in *Red Asphalt* are the typical stereotypes shoved into many a bland, American-developed game. Jack Bloodwheel is a denim wearing ruffian and has a square chin, which is possibly why the game terms him 'handsome Jack'. Hiroki is an aged, long haired man, which probably means he is wise. Jackal is a mutant, resembling a green Freddy Krueger. The token female is Thula Crimstone – a black haired woman, which probably means she's an aggressive vixen. Scrambling up to the top of the stereotype mountain is Motormouth, a human/robot hybrid, accompanied by a err, dog that's fused with a person called Junkyard. No questions please...



After selecting the vehicle that you want to use from the selection of demon cars – which vary from spiked, wide tire monsters to futuristic hovercraft style machines – you can then race. The car selection screen allows you to view an impressive video clip of the car, with a suitably cheesy voice-over, mostly from a bloke whose voice is so deep, he's swallowed his own vocal cords.

The in-game racing is initially a bit hit and miss, with the competitors using their vastly superior weapons to destroy your car. You can't see them via a rear view mirror either, so any chance of avoiding them is a zigzag style panic. The problem is alleviated when new power ups, such as rapid firing guns, are grabbed, but still remains one of the game's most irritating flaws.

You have to come in the top three to be awarded any cash in order to buy a new car. The points that you gain from each race have to be accumulated, *Rage Racer*, style before

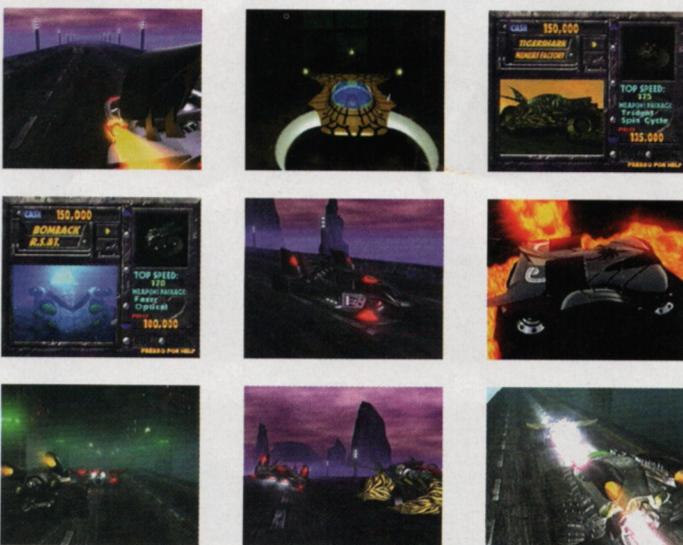
you can go on to the next level. Veteran gamers may recall a game called *Crash and Burn* which was the flagship title for the failed 3DO – *Red Asphalt* looks similar to that game but, thankfully, *Red Asphalt* is in real time, and it's a lot better than *Crash and Burn* too.

The tracks aren't completely flat either, bending towards the lines of *Wipeout* and *Ridge Racer*. They are also wide enough for some serious gunfire action, and the real difficulty level relies on the cars, rather than the difficulty of the tracks themselves.

Power ups such as shields and weapon power ups can also be picked up and used to enhance your ranking – and at this point it dawns on you that *Red Asphalt* is a kind of satanic *Mario Kart*. Set in the futuristic arenas of modern cities such as Los Angeles, the game setting is a world away from the bouncy cartoon graphics of *Mario Kart*, but the power up principle is the same.

GET INTO THE CAR

The vehicles in *Red Asphalt* are more like military installations. Bombock is a Batmobile-style machine, while Hellfalcon and Tigershark have more fins than a whole collection of pink Cadillacs. Nightmare sounds feisty but is, in fact, a hovercraft and Aztec is a triangular, eight wheeled oddity. The Tormentor is a tank, which does seem a bit unfair, although the characters don't seem to be kind types. All these cars are shown via the excellent showroom video clips, which add to the already impressive presentation.



What is going on in this shot? Beats me, mate but thanks for asking – James

The real challenge for *Red Asphalt* is *Twisted Metal 2*, which has already set quite a benchmark for shoot-'em-up based racers. One of the good points about the *Twisted Metal* series was the two player mode – the link up mode of *Red Asphalt* just about raises it to the standard of the *Singletrack* game, which is still fairly popular, as our Q and A tips section in the last few issues shows.

Overall, *Red Asphalt* can't compare to *Wipeout* but, that said, it isn't really in direct competition with the famous and popular Psygnosis game. Big multiple wheels and numerous green goo-chucking guns are the basis of the game – along with the utter carnage of armoured vehicles and possessed characters, who really should ease up on the attitude a bit. **Richard**

JAMES REVUS

Right let's get this straight from the beginning: I hated *Rock and Roll Racing* on the SNES, and little has changed with this much delayed sequel. Okay, so it looks nice but sadly it plays like a dog, making me wonder what the hell were they doing during the game's development.

A very ordinary racer, that has a few thrills – but far too little for my tastes, or for most other PlayStation owners, I should imagine

TP RATINGS

Total PlayStation

Stands beside *Twisted Metal 2* as a decent enough shoot-'em-up based racer

Publisher: Interplay **Price:** £44.99

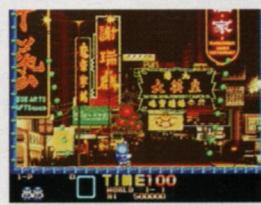
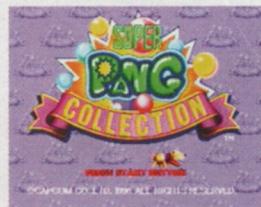
Developer: In-House **Released:** November

Players: 1-2 **Game type:** Racing Game

[GRAPHICS]	82	[OVERALL]	80
[SOUND]	76		
[PLAYABILITY]	71		

mini Reviews

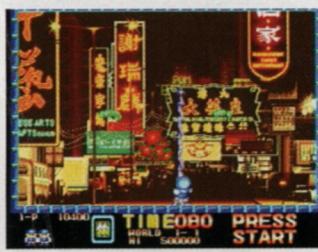
SUPER PANG



Hong Kong gets some balls in the middle of a high street

P

Pang is a game which you either love or hate. The basic idea is to keep bursting the bouncing balls as quickly as possible. The trouble is, every time you hit them with your harpoon gun, they keep on multiplying, until you've popped the smallest variety. By that time, there are other large balls entering the screen and things do get hectic, with around 30 balls bouncing around. One touch from a ball equals instant death and you'll have to



The backgrounds are varied, but *Super Pang* features a world tour selection

start the level again. Frustration levels are taken to new highs as you proceed, trying to negotiate a series of platforms, while spherical objects bounce on your bounces – but ultimately skill increases with practice and the whole thing starts to get Class A style addictive.

This collection features *Pang*, *Super Pang* and *Pang 3*. Each one is progressively more diverse, offering new and more inventive backgrounds, characters and obstacles. *Super Pang* even features a world tour option – and a legendary difficulty level.

Part of *Pang*'s draw is the almost insane level of difficulty reached in later stages. The two player option is a crucial part of the game too; it was very rare to see a *Pang* machine in the arcades during the late eighties with a single player standing by it.

Old School devotees of retro games – such as *Space Invaders* and *Arkanoid* – will find much here to delight their slightly aged taste and satisfy their very nostalgic arcade whims – Puffa jackets ahoy!

Pang is a great two player title and will be played frequently, that can't be denied but although the game is a classic, potential buyers may raise some questions about it being released at full price. **TP**



The hieroglyphics in the background are imposing for the sombrero wearer



The Mexican misses the balls with his harpoon. He will now die

Info

Publisher: Ocean

Rating Overall:

78

DYNASTY WARRIORS



Green flares and white pyjamas are uniform in *Dynasty Warriors*



The man with the stick (TM) jives with the girl with the lollipop (TM)



The quantity of new 3D beat-'em-ups is increasing to insane levels: *Criticom*, *Toshinden*, *Tekken*, *Zero Divide*, *Beast*, and the list goes on. Choice is a good thing, of course – you wouldn't want just *Killer Instinct* and *War Gods* like those N64 owners. The problem occurs when you own *Tekken 2* and *Soul Blade* – there seems little point in buying another 3D beater then, unless it's sufficiently similar to warrant shelling out of weighty currency. *Street Fighter EX Plus Alpha* is a good example, and many people eagerly await *Tekken 3* with open arms.

Dynasty Warriors is a beat-'em-up with similarities to both *Soul Blade* and Square's latest effort, *Bushido Blade*. The fighters are superbly drawn in hi-res mode and the backgrounds are in 2D, as in *Tekken*. In fact,

this is perhaps the standard most people are expecting of *Tekken 3*, graphically. There are numerous characters and – surprise, surprise – an Oriental plot.

The weapons are generally fun to use but the immediacy of *Soul Blade* just isn't present here. A practice and endurance mode is included – not exactly revolutionary – and although *Dynasty Warriors* is far better than *Toshinden*, there's nothing here that really warrants purchasing this over the Capcom or Namco title. Avid beat-'em-up fans will enjoy it, but the casual fan will see it as an average title, with no revolutionary touches. **TP**

Info

Publisher: Ocean

Rating Overall:

68

Mega Man 8

The cute wee blue bloke in his mobile suit returns to the PlayStation!

The enthusiasm for this game still isn't really at fever pitch in the UK, unlike over in Japan and America, where the fellow is a major cartoon character. Here though, *Mega Man* brings back memories of the flip screen NES versions.

Mega Man 8 is an arcade platformer which has nice pastel graphics and anime cut scenes. The formula of furnishing *Mega Man* with new abilities is here, as is all the usual collection of enemies. The very sprite



Mega Man, he's in a world of his own isn't he? Kinda like our editor really: 'Ol Guttery, wake up! It's time to go home!'

intensive gameplay still relies on *Mega Man* and his limited gun (you can't look up or duck). However, novel abilities such as a football weapon and a hover board section do try desperately to make *Mega Man 8* seem more like a pleasurable, retro-tinged modern update title.

The downer is, *Mega Man 8* still uses some flip-screen levels, just for the sake of it, and tries to cash in on its heritage while still pretending to be a modern game. Up against other modern day platformers, like Abe's *Oddysey* and *Crash Bandicoot 2*, *Mega Man* suddenly doesn't appear so mega. **TP**



Funny, what's that French auto toilet doing all the way out here? You won't catch me using that thing, matey!



Info
Publisher: Ocean
Rating Overall: **60**

Mega Man and his friendly Manga styley chums... hang on just a minute, isn't that good old Captain Birds-Eye up there?

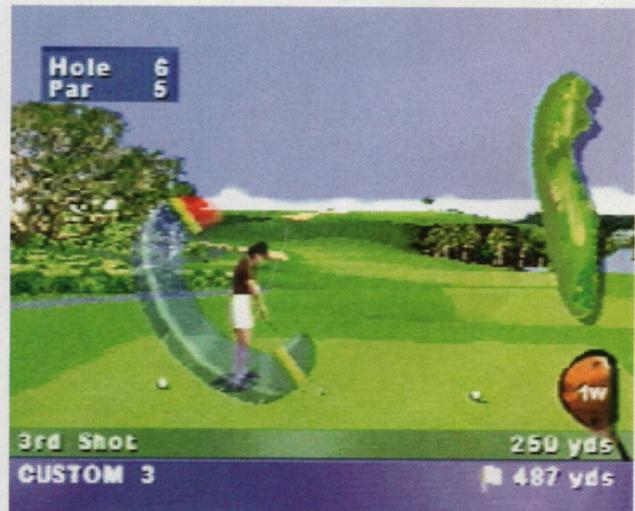
PGA TOUR '98



The genre of golf sim games has always been a clear cut field on the PlayStation. If you liked golf, then *Actua Golf* was the game of choice. The nice, clean cut polygons and defined play area set it apart from all other golf games.

Meanwhile the *PGA Tour* series carried on regardless, and has used its own trademark style. Rather than *Actua Golf*'s full 3D, *PGA Tour* games have gone for the more realistic approach utilising digitised golfers from the official PGA Tour season and real courses. The American commentators and the video clips make the game fit in with the whole ethos of the EA Sports brand. And that's fine – if you really do appreciate features like the exceptionally up-to-date stats and plenty of shots of "Brad Faxon raising his arms in triumph".

The control of the game is similar to the previous one, in that a big circular swoosh appears on the screen and acts as a shot meter. The correct button presses will then ensure success. Okay, you do have to direct a white line which shows the trajectory of the ball but most shots rely on the proper use of the metre, rather than the wandering white line, which means that success is a random button bash. Great... **TP**



Info
Publisher: Electronic Arts
Rating Overall: **52**

Yep, it really is almost impossible to find anything of interest in this game. Well, can you see anything eye-catching?

MOTOR MASH



Shall we all sing the title screen song? Yes, let's



Go Top Down Racer, Go Top Down Racer, Go, Go!



ention the words 'top down' and 'racer' and even gaming illiterates will be inspired to comment on CodeMaster's dominant *Micro Machine* series, with particular mention going to the PSX version, *MM V3*. Its translation of the classic gameplay and playability, viewed via a stunning 3D engine, has to be regarded as the pinnacle of this mini sub genre. So, to hear that the coding team behind the original SNES version were involved in an all new racer from Ocean was exciting – could we be seeing some competition for the *MM* crown? Well the answer to that is – quite frankly – "Not on your nellie, matey!"

Motor Mash is little more than a rehash of several ideas taken from both *MM* and *Supersonic Racers*, and lacks any remotely new concepts. Gameplay is mildly enjoyable, particularly in the four-up multiplayer mode but the two player option has really been completely ruined by the developers' tactic of making all of the CPU vehicles almost unstoppable, which leaves the player sat idle, waiting for them all to battle it out amongst themselves!

Offering a total of 48 tracks, set across six themed environments and a number of



Hidden in these snowy wastelands lies the map to Keith from the Prodigy's house, and he's a rather nice bloke under all that stuff in his mush. My mum loves him

play options, *Motor Mash* has much in the lifespan stakes, but the one player game is just a little too uninvolved and really all too familiar to bear.

Our advice is to seek out a second hand copy of *Micro Machines V3* and leave this on the shelf. **TP**

Info

Publisher: Ocean

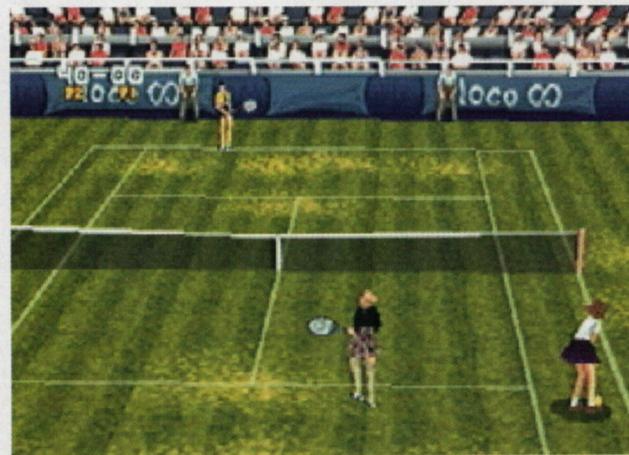
Rating Overall:

67



A British Mini is a decent vehicle but it does get knocked about a bit

TENNIS ARENA



The trouble with all tennis sims – and this is no different – is that they all lack the involvement of its most important icon: that blond lady scratching her bum



Tennis sim games on the PlayStation have so far been relatively few, with only CodeMasters' *Sampras* and Namco's excellent *Smash Court Tennis*. *Tennis Arena* is a much more serious tennis game than *Smash Court Tennis* and offers the player a range of world tour or 'smash tennis' options.

The 3D is fast and very fluid, but the players do have a tendency to move about



When the young ladies serve, you can see their undies: that could be the coolest thing we have ever seen!

rather strangely at times. The best feature, graphically, is the zooming aspect – which handily gets closer as you approach the net. A static view of the court has always been the norm and *Tennis Arena* removes most of the frustration from trying to actually dober the ball to your opponent.

The replay feature is another inclusion normally absent from tennis games but – with some novel characters and noises, it makes *Tennis Arena* a much more enjoyable two player affair. The characters all have their own stats and appear in almost beat-'em-up style situations, with Vs logos popping up and special power shots enabled in-game.

In conclusion, *Tennis Arena* matches a good graphics engine with a properly thought



out learning curve and plonks a satisfying blend of gameplay on top. **TP**



My word, someone has glued my arm to my head, disadvantage me!

Info

Publisher: Ubisoft

Rating Overall:

72



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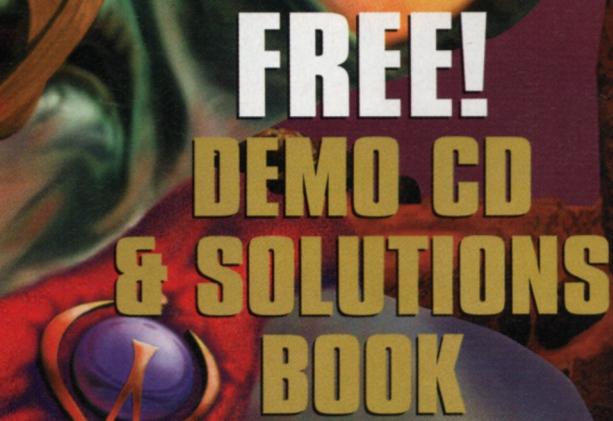
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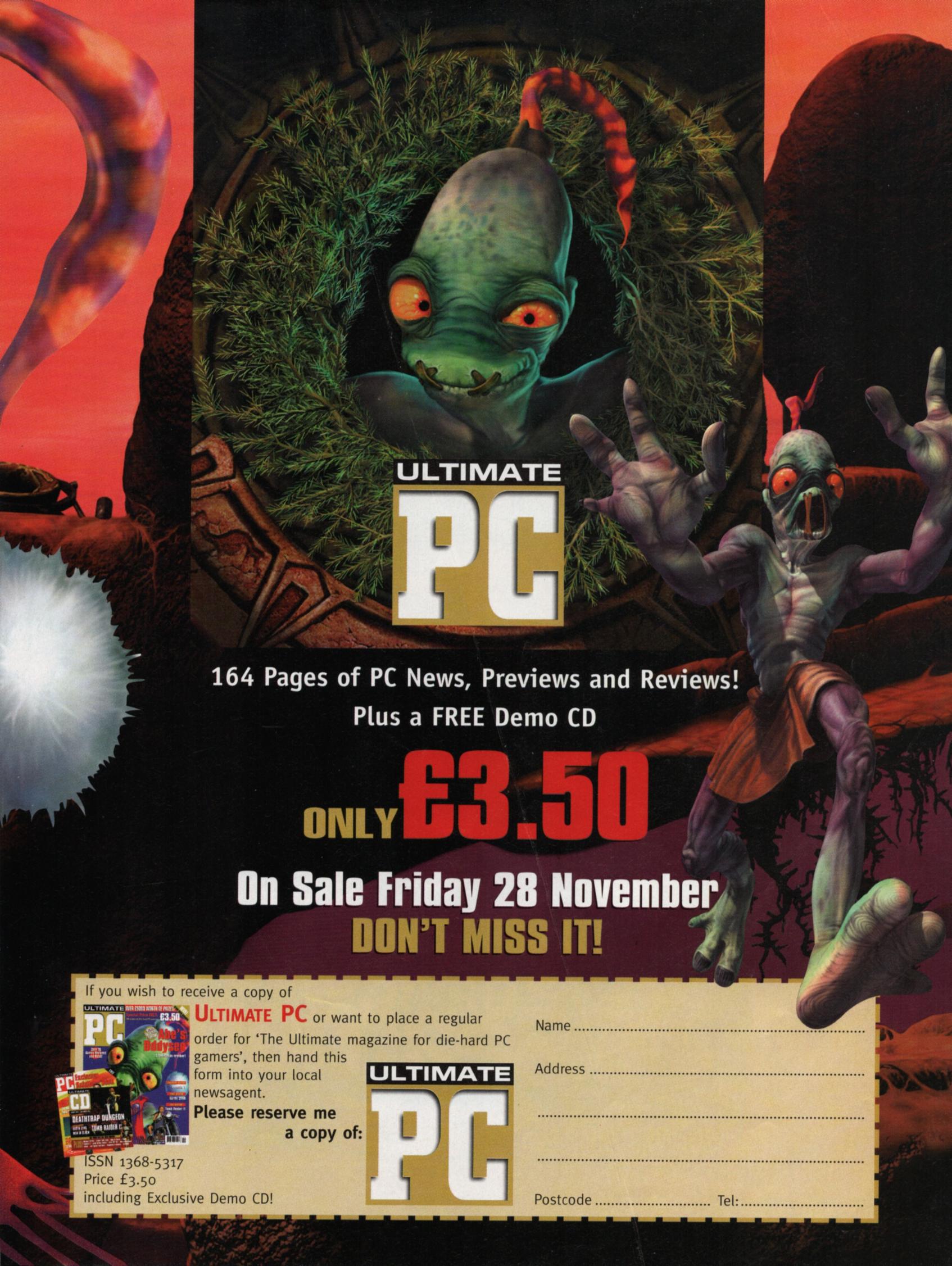
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FULL REVIEW

The image shows the cover of the Tomb Raider II game. It features a woman with long brown hair tied back, wearing a red bikini top and blue jeans, riding a silver motorcycle. She is looking over her shoulder with a determined expression. The background is a dark, atmospheric scene with green and blue lights. The title 'Tomb Raider II' is displayed in large, white, serif capital letters at the top right, and the word 'FULL REVIEW' is in smaller letters above it. The bottom of the cover has the ESRB rating 'T' and the word 'PUBLISHED BY'. A barcode is visible in the bottom right corner.





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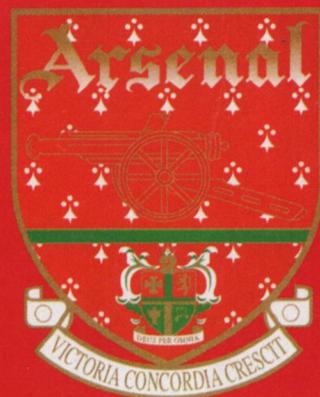
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Formula 1 '97

Publisher:	Psygnosis
Telephone:	0151 282 3000
Players:	One - Two
Price:	£44.99
Game Type:	Racer

Psygnosis' new official F1 Racing sim is the fastest selling PlayStation game in history. You can be as fast as Schumacher with our comprehensive track-by-track guide.

For those of you who are new to the world of F1, here is a quick look at some of things you must take into account while playing this excellent racing sim.

There is so much more to take into account when playing F1 '97, but much of it is down to personal choice; choosing which team and driver you use will no doubt be the first choice you make, but whichever you choose, make sure you read our comprehensive guide to every track in the game (except the secret ones 'cos we didn't have room for them!).



For those of you new to Formula One here is a guide to the five worst corners on each of the eighteen tracks.

Corner 1



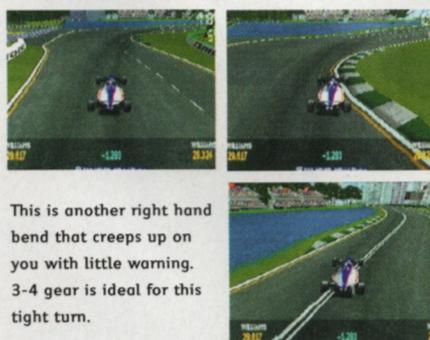
Corner one is a sharp right hander that should be taken in 3-4 gear or 60-100 mph. Braking should be early to avoid the sand trap and lost places.

Corner 2



Again another sharp right hander, 2nd gear may be needed to get around safely and should be approached from as far left as possible.

Corner 3



This is another right hand bend that creeps up on you with little warning. 3-4 gear is ideal for this tight turn.

 **melbourne**



MELBOURNE AUSTRALIA

Used for the first time last year, Melbourne is new to the F1 circuit but is already popular with drivers. Fast straights and forgiving corners means your down force should be around 30% both front and rear. However, if you do have trouble cornering, put your front down force up to 40% giving you better turning ability.

Corner 4



Corner four, at the end of a long fairly easy stretch can catch you out if you are not ready for it and may need 2-3 gear or 40-60 mph to get around without incident.

Corner 5



A left hander that may cause problems if not taken slowly and from far to the right. 2nd gear is recommended.

Corner 1



This tricky left hander at the end of the home straight can cause all sorts of problems if not taken properly, 2nd gear is needed and it is best to stay in tight to the left to get a good line on the next corner.

Corner 2



Corner two, at the end of the first straight, is a tight left turn requiring some harsh braking and a serious drop in gears. 3rd gear should see you safely around it.

SAO PAULO BRAZIL

Nice straights connected by nasty corners make up this track so it is

difficult to set your down force correctly, but set it you must.

Around 40% is a safe bet, after qualifying you may
wish to raise it a bit, but don't go above 50% or
you will be left behind on the straights.



Corner 3



Corner three is a seriously tight turn which requires 1st or 2nd gear at the very least, this corner can catch you out if you start to accelerate out of it too early so make sure you are around it before putting your foot down.



Sao Paulo

Corner 4



Corner four is basically the same as the previous one and needs handling in the same way, again make sure you are well out of the corner before accelerating.

Corner 5



Corner five is fairly easy and can be taken in 3rd or 4th gear with relative ease, moving right early will help you take the corner closer to the curb.

Corner 1



The first corner at the end of the home straight is quite easy providing you are at the right speed, 3rd gear or about 70 mph is just about right.

Handy Hints

Down Force – One of the most important factors in the game is getting your down force right; too much and you will get left behind, not enough and you will be spinning off at every corner. Most tracks need a medium setting, however tracks such as Monaco require a very high down force to cope with the tight corners.

Buenos Aires



Corner 3



Another sweeping corner, this time a right hander and should offer you no real problems, but be sure you stay well into the right as you go around.

Corner 4



Number four may give you a few more problems as it appears out of nowhere and is very, very sharp. 2nd gear or 40-50 mph is the absolute maximum to take this right hand turn.

Corner 2



Corner two is again fairly easy in the correct gear, which is 3rd or 70 mph, and speed should be kept constant to avoid the rear end slipping.

BUENOS AIRES ARGENTINA

High down force is needed for the Argentinean grand prix, around 65% should be about right. You may find that cars will overtake you on the straights but you should have the advantage on the majority of the course.

Corner 5



Corner five may also trouble you if you are not ready for it. Brake early and let yourself roll around in 2nd gear then accelerate out hard to swing your car around the corner that follows immediately after it.

Corner 1

Almost immediately after leaving the starting grid you face a tight right hand chicane, as long as you are at the right speed for the first corner you should make it around the second, and 3rd gear is recommended.

Corner 2

Before you have the chance to get up to full speed you are facing another chicane and this should be taken in the same way as the one before, except you can take this one a bit faster.

**San Marino****SAN MARINO IMOLA**

A fairly fast track requiring down force of about 30%, the only problems being the three chicanes spread around this medium length course, but with well timed braking they shouldn't hold you up too much.

Corner 4

Approaching corner four well to the left and in 3rd gear will help you pull in tight as you go around, apply the gas early to swing the car out and gain valuable seconds on your competition.

Corner 5

Corner five at the end of an easy section is tighter than it looks and may catch you out if you are not ready for it, come in wide and in 3rd or 4th gear and you should be okay.

Handy Hints

Racing Line – The racing line is visible on all the tracks and shows the best racing line for you to take into and out of the corners, you can of course turn the racing line off and make your own which will add a greater degree of difficulty to the game.



Corner 1



The tight right hander at the end of the home straight needs careful driving to negotiate, one mistake could mean losing a wheel so take it in 1st or 2nd gear (20-40 mph).

Corner 2

Corner 2



This is quite an easy corner but again one mistake could mean the end of the race so 3rd-4th gear is fine.

Corner 3

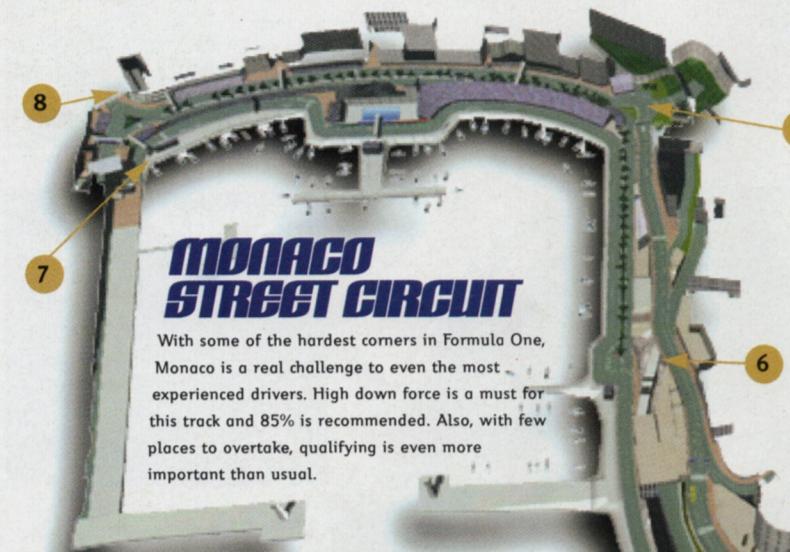


The start of the really tight corners SO SLOW DOWN, there will be no chance to get above 3rd gear for the next few corners so start as you mean to go on.

Corner 4



Loews hair-pin is so tight you almost disappear up your own exhaust pipe so 1st gear is plenty fast enough. Make sure you are right around the corner before accelerating or only pain awaits you.



MONACO STREET CIRCUIT

With some of the hardest corners in Formula One, Monaco is a real challenge to even the most experienced drivers. High down force is a must for this track and 85% is recommended. Also, with few places to overtake, qualifying is even more important than usual.



Corner 5

Corner 5



The final corner in this group is quite forgiving and you can accelerate out fairly early, you should enter it in 2nd or 3rd and leave it in 4th.



You can cut this corner, but if you have damage on (like you should), don't, as you will knock your suspension. Just slow down to about 50 mph (2nd gear) and coast around.

Corner 6



Again slow down to about 50 mph and take your time, as you are surrounded by barriers and one mistake could end it all.



Corner 7



A simple corner that can be taken easily in 3rd then power on to the finish line and hopefully victory.

Corner 1



Elf corner at the end of the first straight is a tight right hander and should be approached well left and in 3rd or 4th gear.

Corner 2



This sweeping right hand curve can cause problems if you power on too early, just take it steady in 4th all of the way round and there should be no problems.



Barcelona



BARCELONA SPAIN

Again nice straights joined with tight corners so a compromise must be made with your down force. Try 50% in qualifying then if you need to raise or lower it for the actual race you can do so.

Corner 4



Corner four is one of the harder corners on this track, coming at the end of a long straight it is easy to overshoot into the sand-trap so bring your speed down early and take it in 3rd gear or about 70mph.

Corner 5



The last corner before the home straight should be taken in 3rd gear (70 to 90mph) and approached well left before cutting in.



Montreal



Corner 1

Corner 1



The pits hair-pin should be approached well right and fairly slowly as it is deceptively tight, 2nd or 3rd gear should do it.

Corner 2



This loose chicane can be approached quite fast in 4th gear with no problems, as long as you keep a good racing line you will sail through.

A slightly more serious chicane that must be taken slowly in 2nd or 3rd gear, once around the first part drivers can accelerate hard and often gain places as the other drivers play safe.

MONTRÉAL CANADA

A very fast track with a massive straight and no corners of any great difficulty so down force can be kept low at around 30%, even lower if you think you can handle it.

Corner 4



A serious hair-pin that will punish late braking severely, this one must be taken in 1st or 2nd gear (30-50mph) – you have been warned.

Handi Hints

Flags – New to F1 97 are the flags. This simple addition to the game not only adds greater realism but also greater difficulty. There are five different flags:

Black – Disqualified.

Black and White – Warning for unsportsmanlike conduct. Yellow – Slow down and don't overtake anyone (usually because of a crash).

Red – Race stopped.

Green – Go, Go, Go!

A QUICK LOOK AT THE TEAMS IN FORMULA ONE 97

Ferrari

Easily the best team for top speed and acceleration, and with formula one god Michael Schumacher driving, one of the most popular.

Engine: Ferrari v10
Tyres: Goodyear
Wins: 109



Williams Renault

Great top speed and handling make Williams a good choice, although mediocre acceleration can mean lost places at the start of races.

Engine: Renault v10
Tyres: Goodyear
Wins: 99



Corner 1



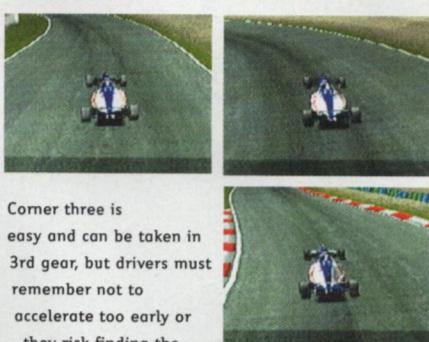
Estoril bend is a huge sweeping right hand curve that needs steady driving all the way around, 3rd or 4th gear is recommended.

Corner 2



Adelaide corner is one of the worst corners in the game and will need to be driven in 1st or 2nd gear, braking must be early and drivers should keep well left on the approach.

Corner 3



Corner three is easy and can be taken in 3rd gear, but drivers must remember not to accelerate too early or they risk finding the grass under their tyres.



Magny-Cours

MAGNY COURS FRANCE

Plenty of straights and sweeping corners make up Magny-Cours so down force must be kept low, again 30% should be fine. There is however a very tight hair-pin at the end of the back straight that must be taken slowly or you will overshoot into the barrier.

Corner 4



Corner four after imola bend can also be taken in 3rd and accelerated out of hard.

Corner 5



Going into this chicane you should be in 3rd gear, travelling about 60-70mph and well to the left, do not accelerate too much as there is another sharp bend straight after it.



Corner 1



Copse corner can be taken in 4th gear and should be no problem.

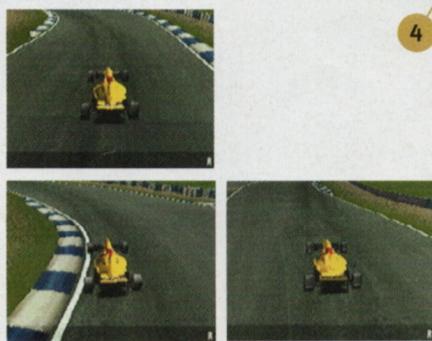
Corner 2



Chapel is the last and worst bend in a set of three and needs to be taken in 3rd gear or 70mph on the inside line.



Corner 4



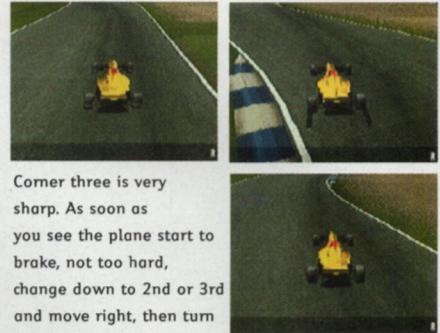
Corner four is a tight left hander that should be taken in 2nd or 3rd.

Corner 5



Luffield is in the middle of a group of corners so you won't be going too fast as you enter it, 3rd gear is fine.

Corner 3



Corner three is very sharp. As soon as you see the plane start to brake, not too hard, change down to 2nd or 3rd and move right, then turn early to give you room as you exit.

SILVERSTONE BRITAIN

Silverstone always produces some excellent F1 action and I am sure that this time will be no different. Down force needs to be in the mid range at about 45-55% to deal with the good straights and the dodgy corners that crop up every now and again.

Handy Hints

Qualifying – Don't be tempted to jump straight into a race when doing a championship, as qualifying laps not only help you to move up the grid before you start a race, they are also good for getting your down force set correctly.



Agip curve is an easy right hander that can be driven in 4th no problem.

Sachs kurve is a tight left hand bend that should be taken in 3rd or 70mph.



Hungaroring

Corner 2



Again this curve needs steady driving all the way around this time in 2nd gear.

Corner 4



Slow right down for this sharp right and roll around it in 2nd gear or 50mph.

Hungaroring Hungary

Down force can be kept fairly low (around 35-45%) on this reasonably easy track, even though there are quite a few corners it is surprisingly fast to race on and can be good fun after the flat out racing of the previous track.

Corner 1



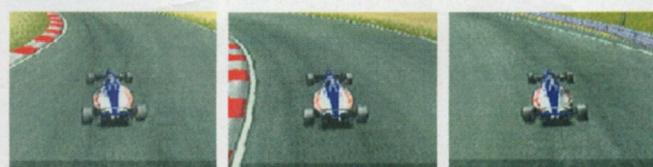
This fairly loose right hand curve needs to be driven in 3rd or maybe 4th gear all the way around.

Corner 3



A slightly sharper left that needs a good line and 3rd gear to get around.

Corner 5

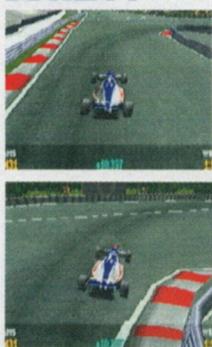


Corner five is almost the same as corner two but a little bit sharper, 2nd is still fine for this one.



Spa Francorchamps

Corner 1



and drop down to 1st or 2nd gear and you still need a perfect racing line to get around safely. Approach well left and turn in early and sharp.

Corner 2



After a nice fast, easy section you hit the Les Combes chicane, drop down to 3rd or 4th and turn in sharply then wait until you are well around before powering on.

Corner 3



Number three is a tight right hand hair-pin that requires 2nd gear to get around.

Corner 4



Corner three is in the middle of a group of turns which all require 3rd or 4th gear, this section is the slowest in the course so don't rush it.

Spa Francorchamps Belgium

A superbly fast track with only one nightmare of a corner, down force should be kept low at 30-40% or less if you think you can handle it, but beware that first corner.

Corner 5



The bus stop chicane is very sharp and you don't see it coming because the pit lane carries on straight ahead, so you might need some heavy braking. The chicane needs to be taken in 1st or 2nd gear and you need to make sure you are right around before accelerating to avoid hitting the barrier.

A QUICK LOOK AT THE TEAMS IN FORMULA ONE

Benetton Renault

Widely underestimated, the Benetton is actually a very good car with good all-round capabilities.

Engine: Renault v10
Tyres: Goodyear
Wins: 26



McLaren Mercedes

Another car with good all-round capabilities and a reliable engine, a good choice if playing with failures on.

Engine: Mercedes-Benz
Tyres: Goodyear
Wins: 105





Corner 1

Corner 1



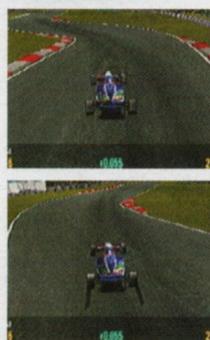
This first chicane can catch you out if you are not ready for it and is quite harsh, so get ready after passing the start/finish line, it can be taken in 3rd gear easily if you have a good line.

Corner 2



Immediately after the first chicane comes number two, you will hardly have had a chance to change gear so stay in 3rd.

Corner 3



Yet another chicane going left first then right, this one can be taken in 4th if you have a good racing line.

Corner 4



Oh yes, it's another chicane, but this one is very loose and can be taken in 4th gear or 130mph without too many problems.

monza ITALY

Low down force is needed to take advantage of the long straights (30%) but with such low down force corners must be taken with care or you risk losing places while you scramble back on to the track after wiping out.

Corner 5



A relatively easy right hand bend that needs to be taken in 3rd gear or 110mph.

A QUICK LOOK AT THE TEAMS IN FORMULA ONE 97

Arrows Yamaha

Not a very good choice if you want to win championships, also prone to failures in longer races.

Engine: Yamaha v10
Tyres: Bridgestone
Wins: 0



Jordan Peugeot

This team is only let down by poor top speed, but still makes Jordan a good choice for beginners.

Engine: Peugeot v10
Tyres: Goodyear
Wins: 0





AI RING AUSTRIA

A new addition to the Formula One circuit this year. Offers no great thrill, just a steady race and your down force should reflect that with it being set at about 50% percent. This track should be no trouble to you by now except maybe the tight corners at the top of the first two straights.

Corner 1



Corner one at the top of the first straight is sharp and needs to be taken well to the left and in 3rd gear.

Corner 2



Number two comes after the second straight and is similar to corner one except even sharper so it needs to be taken in 2nd gear or 50mph.

Corner 3



Corner three is a tight hair-pin that needs 2nd or 3rd gear to get around.

Corner 4



This loose left hander is easy compared to the previous corners and can be taken in 3rd gear quite easily.



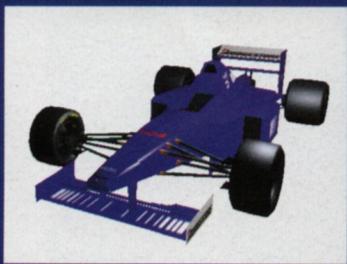
Corner five leading into the home straight is a surprisingly sharp right hander requiring 2nd gear or 40-60mph.

A QUICK LOOK AT THE TEAMS IN FORMULA ONE 97

Prost Mugen Honda

Bad acceleration and top speed, this team's only saving grace is the excellent handling that the cars possess.

Engine: Mugen v10
Tyres: Bridgestone
Wins: 9



Sauber Petronas

OK acceleration, top speed and poor handling make this team a bad choice for Formula One champions.

Engine: Ferrari v10
Tyres: Goodyear
Wins: 0

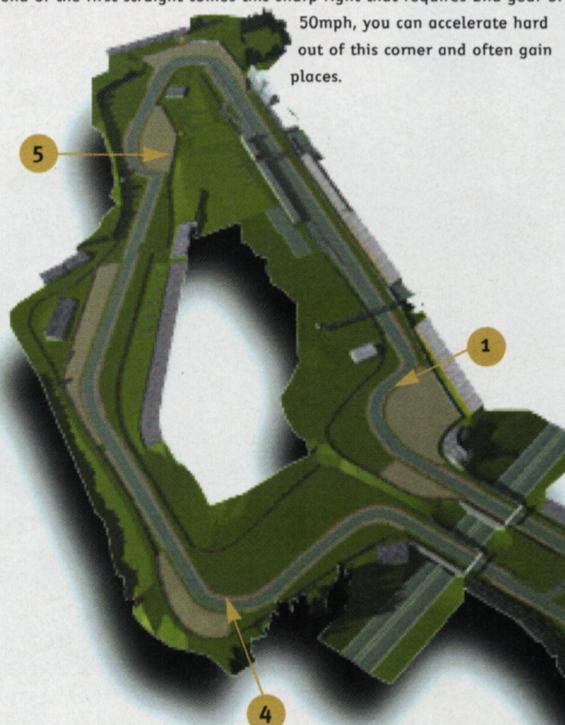




Corner 1



At the end of the first straight comes this sharp right that requires 2nd gear or 50mph, you can accelerate hard out of this corner and often gain places.



Corner 5



As you start going up the hill get ready for Veedol chicane as it is very sharp and will need a serious drop in speed, 2nd gear is ideal for this corner.

Corner 2



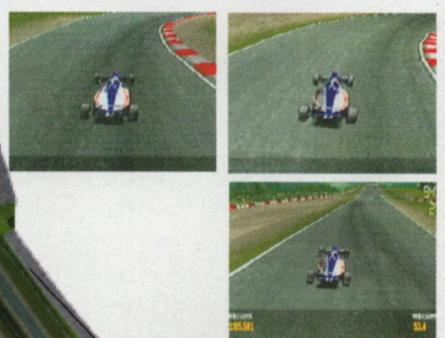
Corner two is a deceptively harsh right that turns back on itself so don't accelerate out too fast, you will need to approach well left and enter this corner in 2nd gear.

Corner 3



After a long straight you come to Dunlop hair-pin which will need heavy breaking and a serious drop in gears. This corner needs 2nd gear at the very least.

Corner 4



Corner four is a medium right hander that can be taken in 3rd without too many tyre marks.



Nürbergring

NÜRBURGRING LUXEMBOURG

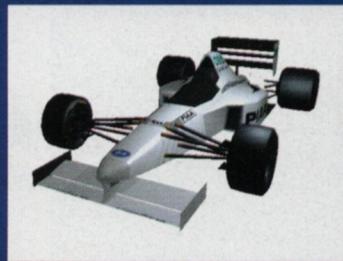
Most of this course is made up of sharp corners so down force must be kept quite high at around 60%, you will sacrifice your speed on the two straights, but as they don't dominate the track it is a sacrifice you must make if you want to win.

A QUICK LOOK AT THE TEAMS IN FORMULA ONE 97

Tyrell Ford

Hold their own well when it comes to top speed and acceleration, but handling lets them down on some tracks.

Engine: Ford v8
Tyres: Bridgestone
Wins: 23



Minardi Hart

There is nothing to recommend this team and we strongly suggest you do not use them.

Engine: Hart v10
Tyres: Bridgestone
Wins: 0





Another sharp right hander just before the bridge, this corner can be taken in the same way as corner one.

Corner three is one of the tightest turns in the game and must be taken in 1st gear as slow as possible. Don't worry about losing places, as long as you stay on the racing line no cars will pass you.

Turn four, a left hander that must be taken in 2nd or 3rd gear.

Casio chicane is a tight chicane that should be taken in 2nd gear or 40mph.

A QUICK LOOK AT THE TEAMS IN FORMULA ONE 97

Stewart Ford

This new team cannot match teams like Ferrari for top speed or acceleration but their handling is up with the best of them.

Engine: Ford v10
Tyres: Bridgestone
Wins: 0



Lola Ford

Again nothing to recommend this team unless your favourite finish is 20th and you like being jeered at by your friends.

Engine: Ford v8
Tyres: Bridgestone
Wins: yeah right!





Corner 1



The first corner is a medium right hander that requires 2nd or 3rd gear to get around, it can cause problems if you leave the braking too late but otherwise it should be fine.

Handy Hints

Braking – Care must be taken when braking hard into tight corners as the wheels will lock if you simply hold the button down, a better way is to tap the brake whilst turning, you do not slow down as much but at least you can turn at the same time.

JEREZ SPAIN

Used last in 1994 for Formula One, Jerez can't be called a new track, brought into full use to replace an aging estoril it is neither as fast or as exciting as the track it replaces.

Down force should be set at mid range (50%) and you shouldn't have much trouble.



Corner 2



A sharper right hand bend which turns back on itself, this corner needs to be taken in 2nd gear or 50-60mph.

Corner 3



Number three comes after a long straight and can appear quite quickly so be ready and approach well left in 3rd gear.

Corner 4



Corner four is a sweeping right hander that can be taken in 4th gear with relative ease.

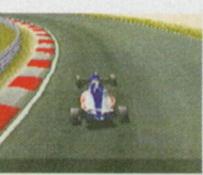
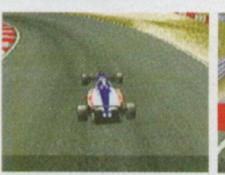
Corner 5



This is one of the tighter corners and needs to be taken in 2nd gear or 50mph.

**Corner 1**

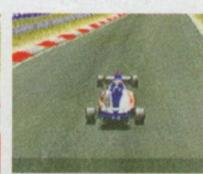
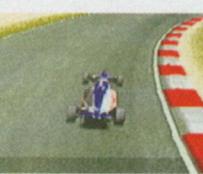
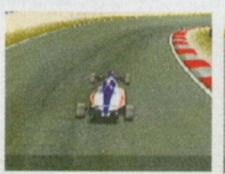
Turn one must be taken fairly slowly or you end up losing the racing line and risk losing places, ideally it should be driven right round in 2nd gear.

Corner 2

Turn two is basically the same as the previous corner, but a little sharper so use second gear but slow down a little more.

Corner 3

Turn three can be taken in 3rd gear or 70mph, but slow down if you start drifting off your line.

Corner 4

A deceptively sharp right hander that may need 2nd gear to get around it.

Corner 5

Corner five is another deceptively tight corner that will definitely need 2nd gear and a good line to take well.



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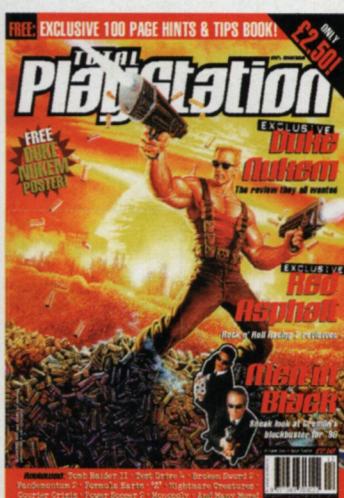


Deck the halls with tips books, posters, stickers and all sorts of other gear, presented absolutely free every month with **Total PlayStation**. It's like Santa's sack (oo-er) in magazine form! Of course, the real nightmare before Christmas is deciding what to buy people. Well, like the wise men we are,

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mini Tips

HCY

Key:
S = Square
X = X
O = O
T = Triangle

For those players who need a little extra help with their gaming pursuits, we have the answer: practise makes perfect. On the other hand you could always cheat, whatever you prefer – it's much easier!



U-Rally

Various Cheats

First of all, when the Infogramme logo appears, quickly press U, D, T, O, U, D, T+O. If you have done this correctly, the word 'lockoff' will appear. Once you have done this, input any of the following codes:

R+L1 – Unlimited Time
L+L2 – Narrow Tracks
L+R2 – Infinite Continues on Arcade Mode
L+L1+L2+R1+R2 – All of the above
L, R – Debug mod
L+R1 – Jeep

Toyota Celica

To get the Toyota Celica, complete the Arcade and Championship mode on Ace level. Now race Corsica on Time Attack mode, and get a lap time of under one minute. You should now see that the barrier that was on the left has gone, revealing a road – head down here to pick up the Celica.



Rapid Racer

Where you would usually enter your name, use the following codes instead:

_boo – Access to all the craft
_qok – All craft become ducks
hurr – Get the new and fast Hurrican craft
frac – Fractal Generator. This allows you to make your own courses.



_day – Makes all the day tracks accessible
_nit – Makes all the night tracks accessible
rim – Makes all the mirror tracks available to race

Winr – Whenever you quit a race, you automatically win it.

The Lost World

Level Skip:

Enter this code on the password screen and you'll be whisked straight to the big T-Rex stomping and killing action:

S, X, O, T, T, X, S, O, T, O, X, S

Porsche Challenge

Various Cheats

Enter cheats at the main menu

Fish Eye Lens:

Triangle+Square+Circle, L1, L2, R2, R1

Interactive Tracks: Left+Circle,

Down+Triangle, Right+Square

Invisible Car: Square+Circle, L2+R2,

Square+Circle, L1+R1, Square+Circle

Mad Race: Up, Left, Right+Select

User Car Jumps: Square, Circle, Square

All Cars Jump: Up+Square, Up+Circle,

Up+Square, Up+Circle, Up+Square,

Up+Circle, Up+Square

High Voices: Up, Triangle, Up, Triangle

Unlimited Tires: L1+L2, R1+R2+Square

Test Driver Available: Right+Square,

Left+Select+Circle

Tune Test Driver: Left+Circle,

Right+Select+Square

Hyper Car: Select+Square, Select+Circle,

Select+Square+Circle

Mirror Mode: Left+Circle, Down+Triangle,

Right+Square



Interactive Tracks: Down+Start, Up+Start, Select, Start
 Long Tracks: Up+Select, Down+Select, Start, Select
 End Game FMV: Square, Circle, Left+Select, Right+Select

Warcraft II

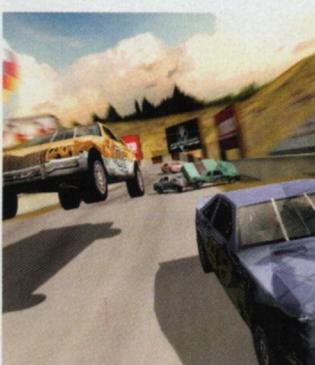
General Cheats

To be entered on the Password screen:
 NTTSCNS – Win the level
 YPTFLWRM – Lose the level
 TSGDOYTD – God Mode
 GLTRNG – Get more gold, timber and oil.
 DCKMT –
 Allows you to build all the buildings.
 MKTS –
 You and your opponent build ultra fast.
 NSCRN – Reveal Map



Destruction Derby 2

Passwords:
 MACSrPOO will give you all the tracks!
 After you type it in though you will have to go back and start a new practice race to play the new tracks right away.
 CREDIT! should show you some neat animated credits of the main programmers, artists, and so on.
 ToNyPaRk should show you a video of all the credits with some snazzy FMV playing in the background.



War Gods

These codes can be entered in the Password Section:

Easy fatalities – (On) 0322 (Off) 2230
 (Note: Pressing HP+LK triggers the fatality)
 Free Play – (On) 0705 (Off) 5070
 Player 1 Extra Damage – (On) 7879 (Off) 9787
 Player 1 Invincible – (On) 2358 (Off) 8532
 Player 2 Extra Damage – (On) 3961 (Off) 1693

Player 2 Invincible – (On) 1224 (Off) 4221
 Quick Finish Game – (On) 4258 (Off) 8524



Tempest X

Level Skip:

During the game hold down the following buttons: L1, R1, Up, Left, T, O, Start and Select. A noise will confirm you have entered it correctly. Then hold down L2, R1, X, T and Down to activate the second part to the cheat. Now any time that you want to advance, hold down L1, L2, R1, R2 all together.

Command and Conquer

Ion Cannon Cheat:

Pause the game and press Right, Down, Left, Left, Down, Right, Right, Down, Left, X, Square, Triangle.

X-Com – Terror From The Deep

If you build a base, and name it AEIOU, you will receive tons of money, all the alien technology, and everything costs \$1 other than the buildings.

If you call your base JUSTLIKEME (with no spaces) and straight after buy as many soldiers as you can, they will be well 'ard, with loads of armour and high ranks.

Bust-A-Move 2



Character Select Screen:

Start a game in puzzle mode and when the map screen appears, press LEFT, LEFT, UP, DOWN, then press L1+L2+R1+R2.

30 Continues:

Press left, right, R1, R2, L1, L2, Up and Down at the options menu. When the timer appears, hit the X button as fast as possible: you can obtain up to 30 continues.

Different Puzzles:

From the title screen, press R1, up, L2 and down. A small green bird should appear.

and when you start the game, the words "another world" will appear. Sorted!

Alien Trilogy

Type 1g0tp1nk8c1db00ts0n for unlimited health, ammo and all weapons. You can also choose where to start in the game. The code is easy to remember, think of: I got pink acid boots on.

Need For Speed 2

To drive as the various secret vehicles, enter the following codes at the password screen:

JEPME	Jeep
LCME	Long Car
WAGOME	Station Wagon
TREXME	T-rex
OUTHME	Outhouse
TRAMME	Tram
QUATME	Secret Car
BNZME	Benz
CRATME	Crate
LOGME	Log
MAZME	Mazda
VOVME	Volvo
BEETME	Secret Car
ARMYME	Army Truck
BUSME	Bus
LIMOME	Limo
SEMIME	Semi
SNOWME	Snowplough
BUGME	VW Bug
VANME	Van

Micro Machines V3

These codes can be entered at any time during the game. To cancel them just re-enter the code:

Big Bounce: S, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed: S, X, O, S, T, X, X, X

Blow Up All Cars: X, T, O, S

DeBug Mode:

Entering Debug mode allows you to access more cheats to add extra fun! To access the Debug mode, enter the following code:

S, Up, Down, Down, S, O, O, T, X



MINIGAMES

Tomb Raider

Level Skip

Enter the following code on the inventory screen:
 L2, R2, Tri., L1, L1, O, R2, L2

All Weapons and Ammo

Enter this code on the inventory screen, then go back to the game before checking out your brand new inventory:
 L1, Tri., L2, R2, R2, L2, O, L1

Swagman

Invincibility cheat:

Pause the game and press, O, S, X, S, O, S, O, S, T, S, S, O, T, O, S, T, S

Dark Forces

Cheat Menu:

Enter during play: L, O, X, R, O, X, Down, O, X.

Rage Racer

Reversed Tracks:

Select Race Start and then press and hold:
 L1 + R1 + Select + Start

Worms

Special Weapons

Go to the Weapons Screen. Press the Square and X buttons simultaneously eight times.

Some of the standard worm weapons should have been replaced with cool ones like Banana Bombs, Sheep Bombs and a minigun.





When In Debug mode:
 Select + X = **Quit Race**
 Select + Directions = **Move Camera**
 Select + L1/R1 = **Look at a different car**
 Select + L2/R2 = **Move camera in/out**
 Select + SQUARE = **Turn car into drone**



Monster Trucks

All to be entered on the main menu screen:
Bigger Trucks: L1, R2, L2, R1, Up
No Damage: Left, Left, Left, Up, Down, L1, R2
Sticky Cars: Left, L1, R2, R1, Left, R2, R2, R2
Next Checkpoint: L1, L1, R1, R1, L2, L2, R2, R2

Speedster

All of the following codes should be entered on the title screen:

Hidden Track – X, Up, T, Down, R1, L1
High Performance cars – Up, Left, Right, X, O, S
Reverse Tracks – Left, T, R1, O, L1, Down
Super Championship – Right, S, Left, O, Up, X

Robotron X

To gain the extra weapons, enter these codes any time during the game. Each code must be entered quickly. Note – each code can only be entered five times per stage:

Flamethrower: Down, Right, Down, Right, O
Four-way weapon: Down, Down, Up, O
Pulse wave: Up, O, Down, Right, S
Shield: Down, Left, S, O
Three-way weapon: Right, Right, S, X
Two-way weapon: Up, T, Up, T

Super Puzzle Fighter II Turbo



Play As Akuma:

For Player One: Highlight Morrigan, hold select and press Down, Down, Down, Left, Left, Left, O
 For Player Two: Highlight Felicia, hold select and press Down, Down, Down, Right, Right, Right, O

Play As Anita:

For Player One: Highlight Morrigan, hold select, move the cursor two squares to the right and press O
 For Player Two: Highlight Felicia, hold select, move the cursor one square to the left and press O

Play As Dan:

For Player One: Highlight Morrigan, hold select and enter Left, Left, Left, Down, Down, Down, O
 For Player Two: Highlight Felicia, hold select and press Right, Right, Right, Down, Down, Down, O

U Tennis

Secret Players:

Play As Adverso

At the Player Select Screen, hold the buttons Down, L1, R2, UP, Square, X. You should hear a ball bounce if you've entered it correctly.

Play as Mattox

Go to the Mode Select Screen and choose Match. At the Player Select Screen enter L2, L2, R1, R1, R1, Down, Triangle, Triangle, Triangle, Triangle, X.

Fade To Black

Level Codes:

LEVEL 1:	SOTXOS
LEVEL 2:	TOXOSX
LEVEL 3:	XOXOTX
LEVEL 4:	XSTOOT
LEVEL 5:	SSTXXT
LEVEL 6:	TXXXXC
LEVEL 7:	OOTXTX
LEVEL 8:	SSXTSS
LEVEL 9:	TXXTOT
LEVEL 10:	XTSOTX
LEVEL 11:	OSXXSX
LEVEL 12:	XTXSOX



Rally Cross

Various Cheats:

(Note: The cheats are to be entered via the high score table or the new season name input screen.)

stone:	Heavy cars.
feather	Light cars.
float:	Low-gravity.
fat tires	Increases tire size
no wheels:	No wheels on your car
vet me:	Win the rookie season
im a pro:	Win the veteran season
weeoo:	All cars and all tracks



Cool Boarders

High Pitched Announcer

To give the commentator a high pitched voice, enter the options menu and press the select button until you hear a sound.

Blood Omen: Legacy of Kain

Enter these codes on the inventory screen.

All FMV: Left, Right, S, O, Up, Down, Right, Left then Select

Blood Refill: Up, Right, S, O, Up, Down, Right, Left then Select

Full Magic: Right, Right, S, O, Up, Down, Right, Left then Select

Mech Warrior 2

To activate these cheats, enter the following codes as passwords.

**Jump Jets:**

Enter #YXO/A>YOL in the password screen

Unlock Missions:

Enter T>XO/AXA>= in the password screen

Overweight Mechs:

Enter #OXO/A>>O/ in the password screen

More Ammo:

Enter TOXO/AX>TU in the password screen

Invincibility:

Enter ##XO/A> in the password screen

Pandemonium

Go to the password screen and enter the following codes:

EVILDEAD:	immortal enemies
TWISTEYE:	rock 'n' roll
INANDOUT:	just visiting
THETHING:	mutant mania
HARDBODY:	can't touch this
BODYSWAP:	gender bender
OTTOFIRE:	permanent weapon
VITAMINS:	life of the party
CORONARY:	hearts aplenty
TOMMYBOY:	full tilt
CASHDASH:	speed greed

The Need For Speed**Extra Tracks and Cars:**

Enter TSYBNS as your password. An extra track will then be available and if you hold down R2 and L1 different variations of the courses will become available.

Passwords:

Track 1: WRDRTY
Track 2: ZDPBWN



Track 3:	MTQRZP
Track 4:	JVPZLL
Track 5:	ZYMNHL
Track 6:	WMRPGZ
Track 7:	YXGSJJ
Track 8:	KJPQND
Track 9:	SDQWCG
Track 10:	SLZXDH
Track 11:	SPZDFX
Track 12:	ZVGRGX
Track 13:	XJHVCK

Nanotek Warrior**Normal Skill Level**

Level 2	S, T, X, T, S, X, S, T, X
Level 3	T, S, X, T, S, T, X, S, X
Bonus 1	S, O, X, T, S, O, T, O, X
Level 4	X, T, S, X, S, T, X, S, O
Level 5	O, T, S, X, S, O, X, O, S
Level 6	T, O, S, X, S, T, X, O, X
Bonus 2	S, S, S, X, S, S, T, T, S
Level 7	X, T, X, O, S, X, T, O, S
Level 8	S, T, X, O, S, X, T, O, X

Hard Skill Level

Level 2	S, X, T, X, S, T, X, S, O
Level 3	X, S, T, X, S, O, X, S, T
Bonus 1	S, O, T, X, S, T, O, S, X
Level 4	X, T, O, X, S, T, O, S, T
Level 5	S, T, O, X, S, T, X, O, X
Level 6	T, S, O, T, X, O, S, O, T
Bonus 2	O, S, O, T, X, T, S, O, X
Level 7	T, X, T, O, X, S, X, S, T
Level 8	S, X, T, O, X, S, T, S, X

Black Nanotek Ship with all weapons, on Level 1 (4 Lives)

X, S, X, S, S, O, X, T, X

Testdrive Offroad**All Track Access:**

To race on all the tracks type on the password screen: ALLTRACK.

Bonus Vehicles:

Monster Truck	BEEFY
Buggy	SPRINTER
Stock Car	LOWRIDER
Roadster	FIFTY

Wing Commander IV

To view all the cinematic cut scenes without having to play through the entire game, press Up, Down, Down, Up and R2 on the copyright screen.

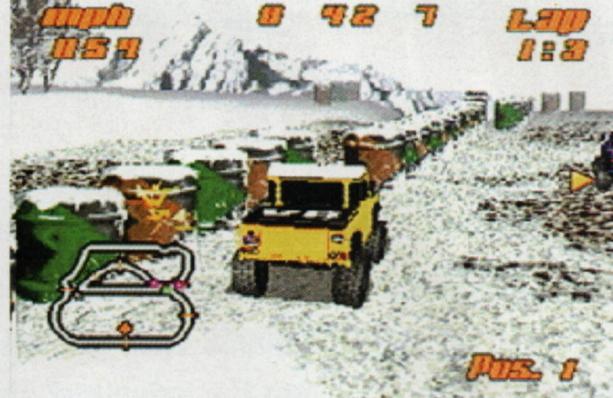
When you have entered this cheat, you will be able to destroy an enemy ship with one hit by pressing L1+ L2+ S

LifeForce Tenka**Play All Levels:**

Pause the game and while holding down L2 press, O, O, S, T, R1, S, T, C.

All weapons:

Pause the game and while holding down L1 press: R1, T, R1, Triangle, S, R1, C, S, S.

**Independence Day****Plane Select:**

Enter your name as MR HAPPY, then go to the game selection screen and enter, Left, Right, S, O, T, T, Down

Invincibility:

Enter your name as LIVE FREE then go to the game selection screen and tap, Left, Right, S, O, T, T, Down

Cheat Menu:

Enter your name as DAB DAB then go to the game selection screen and press Left, Right, S, O, T, T, Down

UR Baseball 97

Move to the credits option and press S, O, S, O, T. If successful, you should end up back at the previous menu. Start the game and you'll be playing in a field of com.

**Area 51****Shotgun cheat:**

At the pause screen press (with a controller not a gun) Triangle, Square, Triangle, Left, R1.

**Play as an alien:**

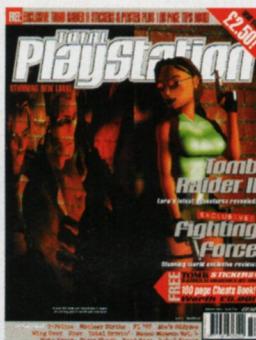
To play as an alien you must shoot one of the STARS members at least three times, without firing a single shot at any other character or item. You should then turn into the alien automatically.

If that doesn't happen, just let yourself die and you will restart as the alien.



Write-On

Right you lot. Slapped wrists all round for writing such boring letters. If I see another list of numbered questions, I may very well explode with exasperation. How about some thoughts and insight into the industry? This page should be your voice – your chance to be heard, so use it people!



Studio Olympic

Dear TP

I have read many other PlayStation magazines before but none of them have ever compared as good as yours and don't even deserve to be mentioned. Never before have I seen and purchased such a bargain as your issue 10 volume 2; your 'Stunning New Look' edition. And stunning it was too! By now you're probably thinking 'enough of the butt-kissing, what exactly do you want?'

Well if so you're wrong! I sincerely think your mag is great! I am a true *Tomb Raider* fan and I congratulate you on your *TR II* showcase.

Back to reality. I have enclosed a rather naughty picture of Lara in exchange for any other Lara pictures or posters – please, please, pretty please! In case you were wondering, I got this pic on the Internet and you can print it if you like (or if you're allowed to). I have an idea for your magazine: why not introduce a new letter of the month, with prizes (hint, hint)?

Stephen Plummer, N. Ireland

PS I would be overjoyed if you printed my letter and keep those Lara pics and shots coming.

Thanks for the pic – there are lots more like it on the Net too, some of which are even saucier! However, being more of a broadsheet, compared to some of the other tabloid-esque PlayStation mags, we couldn't possibly print such a thing. As soon as we get some more Lara pics they're sure to appear – so sit tight and just don't get too over-excited, okay!

Santiago Bernabeu

Dear TP

Me and my partner are the proud owners of a PlayStation and recently

bought *Resident Evil*. We think it's a great game, almost as good as *Tomb Raider*.

The thing is we've finished it, and at the end when you just think it's over you get the key you thought that you hadn't discovered (the special key), but I was a little disappointed to find that you've got to the close, only to find a different outfit on and do the game again.

Could you please tell me the point in this or if there is one at all? Also could you give me the actual date that *Tomb Raider II* comes out in the shops?

Emma, Sheffield

PS I bought my first issue of TP volume 2 issue 10 and think it's a total must for PlayStation owners but I noticed the letter pages and there was not one letter from a female. Am I the only woman to own a PlayStation or what? I find that hard to believe. If so, is this just a man thing – or should I find a hobby like knitting?

You better watch out. If James boy finds out there's a female out there with an interest in PlayStation games he'll be round knocking on every door in Sheffield. Only joking, but seriously, the vast majority of owners are male according to various surveys. So come on, girls. Write in and let the world know you're out there – Girl Power and all that.

Azteca

Dear TP

Great mag mate! Getting straight to the point now, three questions I've got that I have to get off my shoulders. Well, here they are:

1. When will *Duke Nukem* be released and how much will it be?

2. I've got the cheat for *Alien Trilogy* and when I beat the third queen and go through the 'home door' it always just goes back to the title screen. Why isn't there a decent intro like the other two? If there is a

code or something to get an intro for the end could I have it please?

3. On *Rage Racer* I am always stuck on the first car. Is there a cheat to get a lot of money and I have heard about the Devil Car. If you have these cheats (if they are available) can I have them?

Richard Williams, Slough

PS Could you write back to me personally, not in the mag... cheers.

1. *Duke* will be out in December for a very reasonable £39.99.

2. I've never actually finished the game using a cheat 'cause I don't have to (I'm that hard, me, but I do recall a rumour that you don't get the ending if you are cheating. So I guess you'll just have to play it through yourself, eh.)

3. The only cheat we have for *Rage Racer* gives you a mirror mode. Try the following: Select race start for the options then hold L1, R1, SELECT and START until the race starts. The Devil Car does exist but there's no cheat to get it so you'll just have to try and earn it I'm afraid.

PS. Sorry, we can't reply personally to letters as we've got a magazine to write and not enough time as it is.

Wembley

Dear beloved TP

TP is great... blah blah blah... N64 is crap... Yoh Yoh Yoh... Saturn even worse... natter natter natter... Lara Croft is the fittest bird ever... waffle waffle waffle. Now I've got the formalities over with, I have some matters that (if you're not too busy of course) I would like you to address.

I am now getting on in years, and having reached the grand old age of sixteen there are a couple of things I would like to know before I lay down upon my deathbed. I would be eternally grateful if you grant me the answers to these questions.

1. I am a great fan of *Earthworm Jim* (the galaxy's mightiest invertebrate) and

have been excluded from society for doing so (but we'll not go into that now).

But one thing has kept me gripping to life during my seduction, and that is the soon to be released *Earthworm Jim 3D* game. Yet I have heard little of its UK release date – and even less of what the game is actually about. If you have already mentioned it I shall subject myself to endless and severe punishment for ignorance on my behalf.

2. Did anyone else think *Rage Racer* and its prequels were naff or at least over-rated?

3. Although I have the utmost respect for the goddess Lara Croft and her ample assets I think that Core's other sexy sprite, Alana from *Fighting Force*, was more than worthy of being plastered all over TP like there is no tomorrow. Could that be arranged?

4. And finally... is the rather under acknowledged *Runabout* going to be released for the PAL PlayStation as it sounds top (please excuse the misuse of the word top, as I can't find the delete button on this damn contraption. I don't know, PCs eh! What a load of cack).

Gareth Williams, Leicestershire

PS. Please, please, please could I have a picture of Alana from *Fighting Force* to satisfy my obsession because quite frankly she certainly out-does the local talent over here, even though she is a computer sprite – and no jokes about where I live please. It's not my damn fault it's filled with *Resident Evil* zombies.

Cheeky young scamp, you don't even know you're born, you kids today, etc. Ho hum.

1. *Earthworm Jim 3D* is currently pencilled in for release in April next year. We'll keep you posted.

2. I'm sure someone did, but not us.

3. You want to arrange to get out more, mate.

4. *Runabout* was reviewed in the last issue under its new title of *Felony 1179* – and I know exactly what you mean about PCs!

San Siro

Dear TOTAL PLAYSTATION

I have bought the last six issues of your mag and I think it is great, but I have a problem. I really love football manager games but there aren't any about. I have heard about *Premier Manager '98* and *Championship Manager All Stars* but I don't know when they are coming out. I would really appreciate it if you could tell me or send me any information about any present or future manager games.

Steven Marks, Cossington

Take a look at the next answer for CM All Stars details...

Neu Camp

Dear TP

I am interested in writing reviews of video games in magazines. As I am only about 14, how would you go about getting a job working for a computer magazine? What qualifications would you need?

Could you answer these questions please:

1. Will *Championship Manager All Stars* be a straight conversion from the PC update, or will it be changed in some way for the PlayStation?

2. Is it worth getting *Actua Soccer 2* if I already have *ISS Pro* in my collection?

Yours faithfully,

Lee Barratt, Watford

The best thing to do is concentrate on your school work and get those exams. There aren't any necessary qualifications you need to work in magazines. Obviously an ability to write good English is very important, as is enthusiasm and a good knowledge of games. Of course the more qualifications you have the better and when you're old enough send your CV to a few mags – you might get lucky.

1. *CM All Stars* is a bit up in the air at the moment but no, it won't be a port of the PC game. However there's been a hiccup on the development side so we'll keep you updated.

2. Yes!

Old Trafford

Dear TP

I just thought I'd say that your guide to *Resident Evil* was the best that you have done. It is actually better than my friend's official guide that cost £7.50. Two questions:

1. In one of the pictures on page 108 Jill is holding a gun that looks like an Uzi. Can you get the gun, and where can you find it? If you can't get it, where did you get the picture from?

2. Are there any cheats for *F1 '97* and *The Lost World*?

R.P Davies, Bristol

1. Er, pass.

2. Check out the mini-tips next month for *F1 '97* cheats. There's a level skip for *Lost World*. Enter the following on the password screen; S, X, O, T, T, X, S, O, T, O, X, S (S=square, X=cross, T=triangle, O=circle). You'll have to enter this three times for it to work.



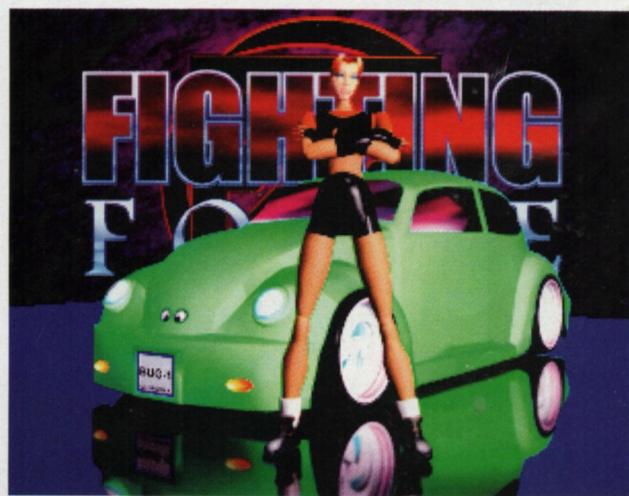
Ibrox

Dear TP

I've just bought *Final Fantasy VII* and I think it's one of the best PlayStation games ever. I can't understand why there aren't more PlayStation RPGs released in the UK. I know Konami has released *Suikoden* and *Vandal Hearts* but there are many other titles that have been released in America but not here, which is very annoying, to say the least. What about *Wild Arms* and Capcom's *Breath of Fire* titles? I don't think Sony appreciates just how many RPG fans live in the UK. Granted, *Final Fantasy VII* is excellent but would it have been translated and released if it hadn't sold so many copies in Japan or built up a reputation in America? Sony need to be a bit braver in releasing RPGs other than 3D ones like *Kings Field* (urgh).

The PlayStation is ideally suited to RPGs, and as the N64 doesn't have any, only the Saturn looks to have a proper selection but I don't want to buy a Saturn just for RPGs, as they're bit crap. If any readers are reading this letter after enjoying *Final Fantasy VII* and want more, please write to Sony and beg for more to be released otherwise we may never see *Final Fantasy Tactics* or Square's other titles such as *Parasite Eve*. RPGs aren't for anoraks anymore, and if *Final Fantasy VII* doesn't go straight to the number one spot this Christmas, I'll eat my hat – which is a pleasing shade of green.

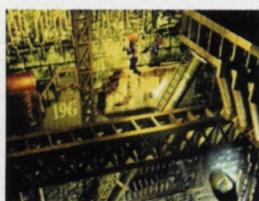
And for all those people who don't like RPGs, well, they can go and play their fun selection of racing games, platformers and er, racing games and platformers. How original and entertaining! RPGs do offer a





lot more value than other genres – just look at the 40 plus hours needed to complete *Final Fantasy VII*. Then look at *Judge Dredd* or *Mortal Kombat Trilogy* – mmm lovely lastability. I don't think...

Eleanor Box, Leeds



Crumbs, two girls writing in one month! Is it something in the air? It's a good point you make about Japanese games not making it to these shores. They're mad for their RPGs over there and to be honest, you can guarantee most will be pretty dull. However, the European market has never been a big priority for this type of game, probably something to do with the hassles of getting all the text translated. If you've ever tried to wade through the instructions you get with a dodgy Taiwanese electrical appliance you'll know what I mean.

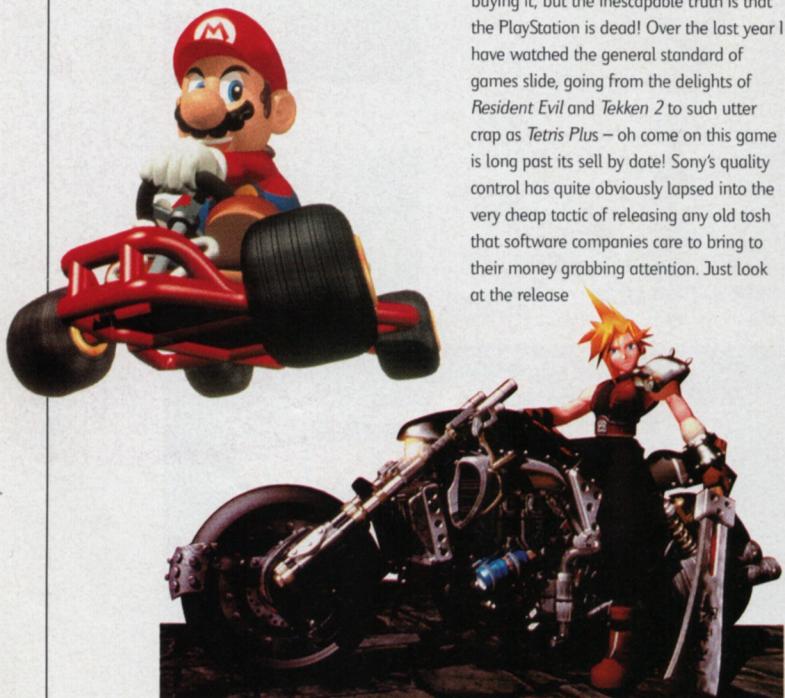
Nevertheless there are many games which would do very well over here if only they were given a chance. So, if anyone else has any thoughts on the subject, drop us a line.

Plainmoor



Dear TP

By the time you have read these words I will be gone, yes that's right – I'm leaving the land of PlayStation behind, like an unpleasant floater in the toilet bowl of life. Your magazine has been a constant source of amusement to me, and with its new look and lower price, I will be sad to stop buying it, but the inescapable truth is that the PlayStation is dead! Over the last year I have watched the general standard of games slide, going from the delights of *Resident Evil* and *Tekken 2* to such utter crap as *Tetris Plus* – oh come on this game is long past its sell by date! Sony's quality control has quite obviously lapsed into the very cheap tactic of releasing any old tosh that software companies care to bring to their money grabbing attention. Just look at the release



schedule of the last twelve months – and the majority of those are, at the very best, below average.

So instead of putting on a brave face and slowly drowning amongst the growing mountains of tosh software – which is quite obviously what you guys are doing, I'm off to trade in my PlayStation for a N64. Yes you may call me a traitor but at least I'll be able to play some great games this Christmas, such as Rare's brilliant *Goldeneye* and also *Diddy Kong Racing*. What can Sony possibly expect to battle these potential classics with? Oh let's see a *Mario 64* rip off (*Croc*) or *Tomb Raider II*, which is actually no different to the first one! Nintendo: One – Sony: Nil

It can be argued that the N64 only has a limited amount of software, whereas the PlayStation has well over 200 games, but this is a case of quality and not quantity. With Nintendo's strict quality control ensuring that only the cream of the cream makes the shelves, unlike Sony!

To conclude, with the recent price drop and upcoming N64 titles, the war of the next generation consoles has been won, so stop trying to say otherwise, Nintendo rule, PlayStation sucks! A bit of friendly advice: change jobs quickly before you find yourself out of one – you have been warned, fools!

Alan Smithe, Chester

Sounds like you're beyond help, old chap. I agree there's a certain amount of chaff on the PlayStation, as is bound to happen with any mass market. However



the quantity of quality PlayStation titles still far outweighs those on the N64. Even with the few titles available there are already suggestions that Nintendo's fabled quality control is lowering its standards. *Conker's Quest* and *Banjo Kazooie* are simply *Mario 64* again. *Diddy Kong Racing* is little more than *Mario Kart 64* with knobs on and what about utter tosh like *Doraemon*, *FIFA 64*, *Crusin' USA*, *MK Trilogy* (far inferior to the PlayStation version), *Killer Instinct*, *Mischief Makers*, *St Andrews Golf*, *Hexen 64*, *Human Grand Prix*... the list goes on.

The N64 doesn't have a decent 'serious' driving game and nor does it have a really top notch shooter. Personally I find *Starfox 64* (bizarrely retitled *Lylat Wars* for its UK release) deathly dull. There are certainly some decent games available and I can see the appeal of owning both consoles, but abandoning the PlayStation in the belief everything in the N64 garden smells of roses will only end in tears. I'm sure some of our other readers will have something to say on the subject.



Send your
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Issue 5: Track and Field



Issue 6: Wipeout 2097



Issue 7: Crash Bandicoot



Issue 8: Formula 1



Issue 9: Victory Boxing



Issue 10: Tomb Raider



Issue 11: ISS Deluxe



Issue 2:1: Wing Over



Issue 2:2: Monster Trucks



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Issue 2:4: Porsche Challenge



Issue 2:5: Wing Commander



Issue 2:6: Syndicate Wars



Issue 2:7: All-Star Soccer



Issue 2:8: Batman & Robin



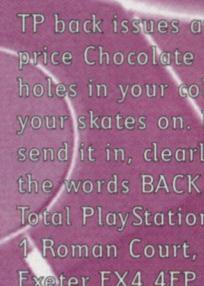
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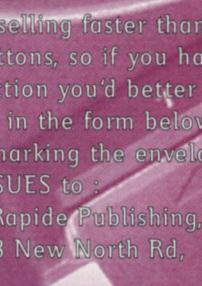
Issue 2:10: Tomb Raider II



Issue 2:11: Judge Dredd



Issue 2:12: Active Booter 2



Issue 2:13: Discworld 2

TP back issues are selling faster than half-price Chocolate Buttons, so if you have any holes in your collection you'd better get your skates on. Fill in the form below and send it in, clearly marking the envelope with the words BACK ISSUES to:
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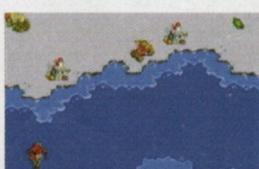
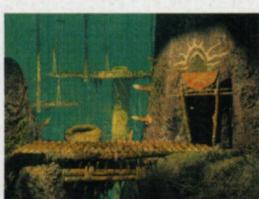
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Q and A Tips

KEY

Key:
S = Square
X = X
O = O
T = Triangle



TOTAL PLAYSTATION's gaming skills are once again ready to be put to the test by any troubles that you may face. If you've got a problem and no one else can help, if you can find them, maybe you could write to the TP Team!

Snake In The Eagle's Shadow

I think *ISS Pro* is a brilliant game, by far the best football game on the PlayStation, but I think one of the only flaws of this game is that the players don't have proper names. By chance is there a cheat to enable you to edit the teams?

Chris Stewart.

Sorry mate, there are no options to redesign the teams, but we are sure that you will agree it's a small price to pay for such a great game.

Drunken Master

I am a boy from Finland who buys your magazine every time. I wonder if you can help me to get some codes for *Warcraft 2*? I want to have the ultimate sum of money, to the Orish and the Human. If you have more codes to the game, I would like to have them please! Please!

Anders Wentzel, Finland

General cheats for *Warcraft II* at your service, sir!



To be entered on the Password screen:

NTTSCLNS – Win the level

YPTFLWRM – Lose the level

TSGDOYTD – God Mode

GLTTRNG – Get more gold, timber, and oil.

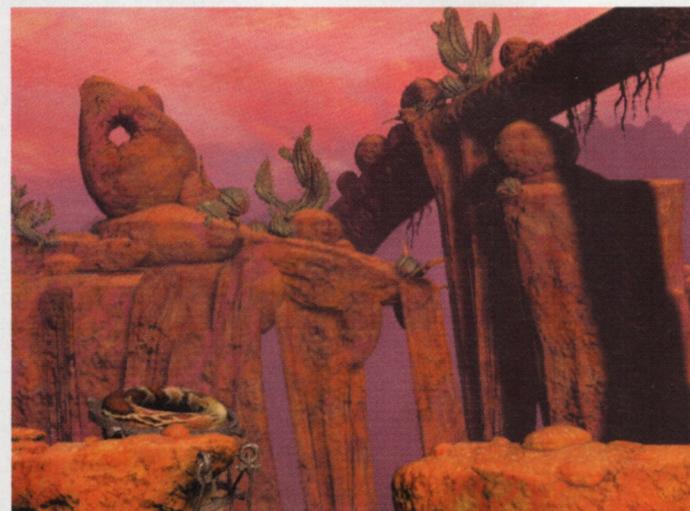
DCKMT – Allows you to build all of the buildings.

MKTS – Both you and your opponent build ultra fast.

NSCRN – Reveal Map

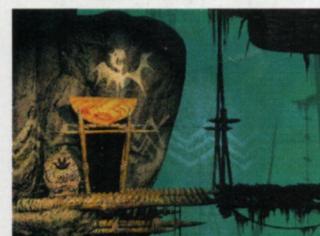
Half A Loaf Of Hung Fu

Have you got any tips for *Oddworld?*
Darko Vaupotic, Croatia



Level cheat – hold R1, then down, right, left, right, square, circle, square, triangle, circle, square, right, left.

Movie cheat – hold R1 then up, left, right, square, circle, triangle, square, right, left, up, right.



Police Story

I think that your mag is the coolest out, as you do your best to help us players out. As I have just bought *Twisted Metal* and was wondering if you had any suggestions as to the best ways of

advancing in the game? I have played it several times now but always seem to get stuck at the Canal Level.

I have also noticed that there are extra levels when only using it as a one player game. I am not sure if I am playing the game correctly?

Christopher Boal, Leicester

The easiest way to succeed in *Twisted Metal*, is pretty much like every other game – you cheat. And here are the some passwords.

Warehouse: O, T, S, O, O

Freeway: X, S, S, O, T

River Park: X, T, S, O, S

Cyurbria: X, S, T, T, T

Rooftop: S, T, X, O, X

Hidden Level: S, T, O, S, S

Various Cheats:

Invincibility: S, T, X, Right, O

Unlimited Weapons: T, Right, S, O, O

Crime Story

I've looked and looked all over to find cheats for *Exhumed*. Could you please help me out with it?

Michael Stojanovic, Scotland

Nope, all cheats were removed from the final code so we can't help out there!

Twin Dragons

I have the game *Broken Sword* and I am stuck because I can get to Ireland, but I don't know what on earth to do there.

Jared Lynn

Firstly talk to Maguire about Peagram and the dig. Then go to MacDevitt's. Talk to Ron the Poacher then say goodbye. Wait until Ron leaves a snare on the table, then take it when he sneezes – you have to be quick.

Speak to Sean Fitzgerald, asking him about the dig. Ask Doyle about Peagram, the dig, and Fitzgerald, and then if he wants a beer. Purchase a pint for him, then ask him again about Fitzgerald.

While Doyle is drinking, take the towel from under his elbow. Return to Fitzgerald and question him about the dig (again).

Leave the pub, whilst outside ask Maguire about Fitzgerald (again). Go back inside and ask Fitzgerald about the dig, Peagram, the gem, and about the package. When Fitzgerald has left and Maguire has burst in, go back outside.

Turn off the beer pumps by throwing the exposed switch beside the pub door. Go back into the bar and ask Mick Leary for a drink – remember you will need to finish off anything left in your glass if you ordered one earlier, we can't see drinking beer as any problem at all! Show him the ID card, then use the snare on the glass washer's plug.

Pop down to the cellar and undo the bolt holding the trap door. Go back to the street and stand upon the trap door. Return to the cellar and collect the gem. Turn on the tap and use the water to wet the towel. Leave the pub and take the path to the castle gate.

Tell the farmer about Fitzgerald's abduction and climb the haystack, Ooo Arr! Insert your tool into the wall, then click on the gap at the top to climb over. Move toward the goat, staying to the right of the trough. The goat will kick you knocking you over. Click on the plowshare on the far left. When the goat is trapped, go to the ladder and enter the excavation, then pick up some plaster from the sack. Proceed to move the stone idol so it falls on the sand, then raise it to expose the holes. Now you can use the plaster on the holes in the sand. Use the wet towel on the plaster in the sand. (If the towel has dried, return to the cellar and go through the process again!) Pick up the plaster model you have just made, using it on the holes in the wall. Now you can enter the secret room.

Rumble In The Bronx

On *Twisted Metal 2*, can you please try and tell me a cheat to play as Dark Tooth?

Michael Hare, Reading

Enter these codes on the car selection screen in one player tournament mode.

After you've entered them, then you can select the cars in any other mode.

To get Sweet Tooth enter: Up, L1, T, Right. Problem solved!

First Strike

I think your magazine is the best, always has been, always will be – but I need your help. You see I have just bought *Sim City 2000* and I'm really getting peed off every time I go bankrupt, and I was wondering if there were any cheats for it, and if there are, could I please have them?

Stewart Peverill, Cowley

OK then, once you have started a city go to the Info/Budget screen. Hold R1 and press X, O, T, S and then release R1. Hold L1 and press X, O, T, S and then release L1. Hold R2 and press X, O, T, S and then release R2. Hold L2 and press X, S, T, O and then release L2.

Armour Of God

I have two questions. The first one is, are there any cheats for *All Star Soccer*? Because I have looked in your cheats book and there isn't one in there. Is the rumour true that there will be a new PlayStation coming out in two years with *Tomb Raider 3* or is this a big lie?

I also think your magazine is absolutely brilliant. Waiting for reply.

Joseph Harrington, Chester

As for the cheats for *All Star Soccer*, we can't help you, sorry, and for the release of the PSX2 and *Tomb Raider 3*, that's in the hands of Sony and Eidos and their lips are sealed.

Operation Condor

I am strongly thinking of buying one of the superb PlayStations. I live in Ireland and I was wondering would it be cheaper to buy one in England? If so could you give me some information on the best places to buy PlayStations and games?

Aiden McSwirey, Ireland

PS. Love the mag

If you glance through the mag you will come across various ads for mail order companies, and these fellas are by far the cheapest way to get your hands on a PlayStation. Just remember, don't ever send cash through the mail.

Mr Nice Guy

I am having trouble on *Resident Evil*, I have tried the weapons select cheat loads of times and it didn't work. Please help.

Joseph Carson, Dumbartonshire

Joe, the reason that the weapons cheat doesn't work is simple – there isn't one. As for help on *Resident Evil*, check out our full solution printed in the last issue of TP.



CAN'T CRACK IT?

Simply put your woes on a piece of paper, send them to the address below and who knows, we might well be able to help you out.

Q and A Tips,
TOTAL PLAYSTATION
Rapide Publishing
1 Roman Court
48 New North Road
Exeter
EX4 4EP



Thunderbolt

Send me (please) a picture of the real and computer Lara Croft naked!

Name withheld, but he knows who he is!

Sadly we don't have any naked pics of Lara in either of her guises, and even if we did we would be hanging on to them! So you'll have to make do with these, instead!



Directory Complete A-Z

TOTAL PLAYSTATION continues its struggle to bring you an up to date and fully comprehensive guide to every PlayStation release so far...

And your starter for
100!
A brief run down on the
truth behind
TOTAL PLAYSTATION review
scores:

95-100	Beyond Compare
90-95	Essential
80-90	Excellent
70-80	Good Show
60-70	Above Average
50-60	Bit Iffy
40-50	Poor
30-40	Avoid
0-30	Run Away, Now



A

Title: Ace Combat 2
Publisher: Sony

The sequel that nobody wanted excels our low expectations. An enjoyable arcade flight sim.

Overall: 78

Title: Actua Golf
Publisher: Gremlin

One of the PSX's premier golfing sims, but fails to the downside compared to its excellent sequel.

Overall: 80

Title: Actua Golf 2
Publisher: Gremlin

The best golf game to grace your beloved PSX, or any other system – excellent, with totally daft commentary!

Overall: 90

Title: Actua Soccer

Publisher: Gremlin

Once the king of the PSX footie games, it's now slipped a couple of places, but is still a fine kick about.

Overall: 82

Title: Actua Soccer Club Edition
Publisher: Gremlin

Update of the original code, featuring up to date teams and players but little else. A bit of a con.

Overall: 68

Title: Actua Soccer 2

Publisher: Gremlin

Return to form for the *Actua* boys after the fairly disappointing update – football at its best

Overall: 91

Title: Adidas Power Soccer

Publisher: Psygnosis

Footie game adopting a more arcade approach, with added special moves, oh dear!

Overall: 60

Title: Adidas Power Soccer International '97

Publisher: Psygnosis

Same game, new teams and a handful of gameplay adjustments. Pretty poor.

Overall: 49

Title: Agent Armstrong

Publisher: Virgin

Interesting hybrid, containing elements from the platform and shooting genres – mindless fun.

Overall: 80

Title: Air Combat

Publisher: Namco

Dull arcade conversion of an equally boring arcade flight sim.

Overall: 57

Title: Air Race

Publisher: THQ

Dreadful racer that replaces the usual vehicles with aircraft and does little else!

Overall: 62

Title: Alien Trilogy

Publisher: Acclaim

Super first person shooter which more than does justice to the excellent license. An engrossing classic.

Overall: 53

Title: Alone In The Dark

Publisher: Infogrames

Conversion of an ancient PC 3D adventure, which time has not been kind to.

Overall: 66

Title: Area 51

Publisher: GT Interactive

PSX version of Atari light gun blasting coin up. Limited by its linear gameplay.

Overall: 69

Title: Assault Rigs

Publisher: Psygnosis

Colourful *Battle Tank* spin off, mirroring the movie *Tron*, but spoilt by some game play.

Overall: 68

Title: Aquanaut's Holiday

Publisher: Sony

Unique and brave attempt at breaking new ground in the shape of sub-aquatic adventure. Sadly the concept remains unfulfilled.

Overall: 54

Title: BallBlazer Championship

Publisher: Virgin

Okay update of the classic C64 future sports sim, gameplay just seems too out of date for most.

Overall: 68

Title: Battle Arena Toshinden

Publisher: Sony

Graphically pleasing but ultimately shallow 3D beat-'em-up, followed by a sequel.

Overall: 58

Title: Battle Arena Toshinden 2

Publisher: Sony

Poor follow up that fails to address any of its predecessor's flaws.

Overall: 47

Title: Battle Arena Toshinden 3

Publisher: Sony

Further installment of the bafflingly successful beat-'em-up series, an improvement over its predecessors, but not that great.

Overall: 53

Title: Battle Stations

Publisher: EA

Fighting game using warships, not as interesting as it sounds.

Overall: 56

Title: BLAM! Machine Head

Publisher: Core

Interesting 3D shooting, with colourful and very bizarre visuals, not bad.

Overall: 72

Title: Blast Chamber

Publisher: Activision

Multiplayer mix of platforms, puzzles and large explosions; great with some friends.

Overall: 78

Title: Blazing Dragons

Publisher: BMG

Point and click adventure, lacking in the polish and wit of its main rivals.

Overall: 64

Title: Broken Sword

Publisher: Sony

Engrossing point-click affair, its leisurely pace may be off-putting to some.

Overall: 73

Title: Bobble Bubble

Publisher: Acclaim

Teaming of two classic platform adventures, for retro games only.

Overall: 62

Title: Bust a Move 2

Publisher: Acclaim

Addictive and deceptively simple puzzler, best experienced with a friend.

Overall: 89

C

Title: City of the Lost Children

Publisher: Psygnosis

Instantly recognisable adaptation of the cult French movie. Hampered by poor control method.

Overall: 80

D	Title: Clock Tower Publisher: ASCII Leisurely paced point and click adventure, attempting to reproduce horror movie atmosphere and failing completely Overall: 61
E	Title: Colony Wars Publisher: Psygnosis Lavish space-based blend of strategy and blaster, complimented with cinematic effects and FMV Overall: 91
F	Title: Command and Conquer Publisher: Virgin PC strategy romp, relocated well to the PSX. Overall: 89
G	Title: Contra: Legacy Of War Publisher: Konami Top down shoot-'em-up, with a certain nostalgic charm. Overall: 57
H	Title: Cool Boarders Publisher: Sony Limited racer, which tries to jump on the current snowboarding craze. Overall: 73
I	Title: Crash Bandicoot Publisher: Sony Lavish platformer that mixes fully 3D and 2D side scrolling action. Charming. Overall: 85
J	Title: Criticom Publisher: Virgin Weapon-based 3D combat romp, nothing new but not bad. Overall: 65
K	Title: Crow 2: City of Angels Publisher: Acclaim Great looking but shallow scrolling fighting game – hire the movie instead. Overall: 50
L	Title: Crypt Killer Publisher: Konami Crop light gun game. Arse of the highest order. Overall: 10
M	Title: Cyber Sled Publisher: Namco Dull 3D tank game, with an awful two player mode which doesn't help matters at all. Overall: 38
N	Title: Croc Publisher: EA Excellent 3D platform adventure: finally the PSX has an answer to <i>Mario 64</i> . Overall: 90

D	Title: Dark Forces Publisher: Virgin Poor conversion of the already very dated PC game. Waste of the Star Wars licence. Overall: 71
E	Title: Darklight Conflict Publisher: EA <i>Elite</i> inspired spacey shoot-'em-up, great graphics but nothing to grab the attention. Overall: 71
F	Title: Descent Publisher: Interplay 3D shooter with full freedom of movement, confusing at first but very rewarding with practice. Overall: 76
G	Title: Descent 2 Publisher: Interplay More of the same, but that's all. Overall: 52
H	Title: Destruction Derby Publisher: Psygnosis Great graphics, original concept but poorly realised wrecking racer. Overall: 68
I	Title: Destruction Derby 2 Publisher: Psygnosis Enhanced sequel with finely tuned gameplay and fantastic graphics. Overall: 87
J	Title: Die Hard Trilogy Publisher: EA Unusual collection of shooting, light gun action and racing – varied in quality but top-notch as a whole. Overall: 80
K	Title: Disruptor Publisher: Interplay Highly successful <i>Doom</i> done, with a stunning graphics engine that avoids pixelation. Overall: 82
L	Title: Doom Publisher: GT Interactive The original and still the best first person blaster, atmospheric, addictive and bloody – a classic. Overall: 90
M	Title: ESPN Extreme Sports Publisher: Sony Pseudo <i>Road Rash</i> racer, using Pepsi Max drinkers' favorite modes of transport – ugly! Overall: 45
N	Title: Excalibur 2555AD Publisher: Telstar Average 3D adventure, that tries and fails to capture <i>Tomb Raider</i> 's magic. Overall: 57
O	Title: Exhumed Publisher: BMG Excellent first person adventure that raises itself above the <i>Doom</i> done mantle. Overall: 87
P	Title: Fade To Black Publisher: EA 3D adventure following the hero of the seminal <i>Flashback</i> – getting a little long in the tooth. Overall: 76
Q	Title: Felony 11-79 Publisher: ASCI Minor but enjoyable wrecking racer, enlivened by interesting course design and choice of vehicles. Overall: 83
R	Title: FIFA 96 Publisher: EA Dire football sim, sluggish and surprisingly poor. Overall: 37
S	Title: FIFA 97 Publisher: EA Massive improvement over the original with vastly improved graphics, but still not highly recommended due to its shallow gameplay. Overall: 52
T	Title: Final Doom Publisher: GT Interactive More of the same expected carnage but this time things are a lot tougher. Overall: 82
U	Title: Final Fantasy Publisher: Sony The PSX's premiere RPG and perfect candidate for the title of best game ever, lavish and engrossing in equal amounts. Overall: 96
V	Title: F1 Publisher: Psygnosis A little over-rated but remains a solid reproduction of the fast paced sport. Overall: 87
W	Title: Gex Publisher: BMG Uninteresting 2D platformer that's both lacking in variety and very outdated. There are plenty of better titles now available. Overall: 51
X	Title: Fighting Force Publisher: Eidos Updating of the classic scrolling beat-'em-up genre, pure playability. Overall: 92
Y	Title: F1 '97 Publisher: Psygnosis Much more than an update, a re-invention of the classic motor sport sim. Overall: 88
Z	Title: Excalibur 2555AD Publisher: Telstar Average 3D adventure, that tries and fails to capture <i>Tomb Raider</i> 's magic. Overall: 57
A	Title: G-Police Publisher: Psygnosis Cyberpunk movie visuals meet arcade style flight sim, Psygnosis again on top form. Overall: 92
B	Title: Hercules Publisher: Sony Next generation traditional platformer, that perfectly captures the spirit of its Disney inspiration. Overall: 75
C	Title: Herc's Adventures Publisher: Virgin Interesting blend of 16-Bit gaming and Greek legend, not a massive success but still worth a look. Overall: 85
D	Title: Hexen Publisher: GT Interactive Appalling conversion of the classic PC <i>Doom</i> sequel – a missed opportunity. Overall: 23
E	Title: Hardcore 4x4 Publisher: Gremlin Enjoyable but underdeveloped off-roading racer that's a little too bouncy for most tastes. Overall: 69
F	Title: Incredible Hulk Publisher: Eidos Jerky, flat and unrewarding adventure featuring the boring exploits of the big green fella. Overall: 34
G	Title: ID4 Publisher: EA Boring and repetitive flying sim, much along the lines of <i>Air Combat</i> – but worse. Overall: 45
H	Title: ISS Pro Publisher: Konami The best PSX footie game ever! Magically captures that elusive footie feel – a classic. Overall: 93
I	Title: Jet Rider Publisher: Sony Get past the poor graphics to find an enjoyable, if a little flawed, racing romp. Overall: 70
J	Title: Jonah Lomu Rugby Publisher: Codemasters PSX's first (and up to now only) rugger game, competent if a tad boring. Overall: 66
K	Title: Judge Dredd Publisher: Gremlin Very average light gun blaster, crippled by its terminally short lifespan and ill-fitting visuals, missed opportunity. Overall: 60
L	Title: Jumping Flash Publisher: Sony Fresh slant on the 3D platform genre. Excellent while it lasts – but it doesn't last long enough. Overall: 81
M	Title: Jumping Flash 2 Publisher: Sony Even better visuals and gameplay – but still far too easy. Overall: 83
N	Title: K1 Arena Fighters Publisher: T*HQ Kid boxing sim. This is not a beat-'em-up, we repeat, not a beat-'em-up. For too restricted. Overall: 60
O	Title: Killing Zone Publisher: Acclaim A truly horrible horror movie-inspired 3D beat-'em-up. Laughable. Overall: 19

L
Title: *Krazy Ivan*
Publisher: *Psynopsis*
Excellent presentation and FMV, let down by shallow and samey gameplay.
Overall: 58

L
Title: *Legacy of Kain*
Publisher: *BMG*
Vampire based RPG, somewhat limited by its old-fashioned graphics. A definite change of pace for the genre.
Overall: 79

Title: *Little Big Adventure*
Publisher: *EA*
Charming transition of the PC hit, slow and sickly sweet but engrossing all the same.
Overall: 82

Title: *Loaded*
Publisher: *Gremlin*
Maze based shoot-'em-up. Lack of variety and limited gameplay overshadow the great graphics.
Overall: 63

Title: *Lost Vikings 2*
Publisher: *Interplay*
Intriguing mixture of platformer and puzzle solving adventure, a pleasing combination nonetheless.
Overall: 83

M
Title: *Machine Hunter*
Publisher: *Eidos*
Instantly inspires comparisons with *Loaded* – but easily beats its main competition outright.
Overall: 80

Title: *Madden '97*
Publisher: *EA*
Yawn-inducing NFL football sim, little difference to any other incarnations.
Overall: 45

Title: *Madden NFL '98*
Publisher: *EA Sports*
Further installment of the world's favourite American Football sim, and yes, Mr Madden is still fat!
Overall: 82

Title: *Magic Carpet*
Publisher: *EA*
Carpet riding 3D adventure, mixing flight and shoot-'em-up, frankly a little odd.
Overall: 71

Title: *Marvel Super Heroes*
Publisher: *Virgin*
Classic SF2 gameplay with the added bonus of the staple of Marvel comics, a retro pugilist's dream.
Overall: 83

Title: *MDK*
Publisher: *Interplay*
Technically stunning 3D shoot-'em-up adventure epic worthy of much merit.
Overall: 92

M
Title: *Mech Warrior 2*
Publisher: *Activision*
Robots trudging around barren backgrounds: not the most fun we've ever had.
Overall: 65

Title: *Micro Machines V3*
Publisher: *Codemasters*
Fast paced, madcap 3D multiplayer racer, enhanced by stunning visuals and highly addictive gameplay.
Overall: 91

Title: *Monster Trucks*
Publisher: *Psynopsis*
Successful blend of off-roading and track racing, with full freedom of movement. A new twist on the tired genre.
Overall: 92

Title: *Mortal Kombat Trilogy*
Publisher: *GT Interactive*
All the characters, backgrounds and moves from each segment of the 2D fighting series. Good value for die-hard fans.
Overall: 84

Title: *Myst*
Publisher: *Sony*
Rendered static backgrounds with limited interaction. Slow moving but intriguing.
Overall: 64

Title: *Moto Racer*
Publisher: *EA*
Cycle based racer, incorporating dirt and super bikes – but alas not in equal measures of success.
Overall: 80

N
Title: *Nanotek Warrior*
Publisher: *Virgin*
Very poor shoot-'em-up that's fun for about, oh, maybe five minutes.
Overall: 30

Title: *NBA Jam Extreme*
Publisher: *Acclaim*
3D update of the classic arcade basketball game.
Overall: 71

Title: *NBA Jam TE*
Publisher: *Acclaim*
Arcade basketball action perfectly transferred to the PSX.
Overall: 67

Title: *Need For Speed*
Publisher: *EA*
Average racing game, featuring top end sports cars. Enlivened by its excellent two player mode.
Overall: 64

Title: *Need For Speed 2*
Publisher: *EA*
Awful sequel that only succeeds in being faster and worse than its predecessor.
Overall: 51

Title: *NHL '98*
Publisher: *EA Sports*
Average ice hockey sim, that is absolutely no different to any other game on the market, errrr?
Overall: 69

Title: *Nuclear Strike*
Publisher: *EA*
Continuation of the *Strike* legend, improving graphics and playability, the ultimate *Strike*!
Overall: 89

O
Title: *Olympic Soccer*
Publisher: *US Gold*
Okay football sim that goes for a more accessible approach and thus limits itself.
Overall: 64

Title: *Overblood*
Publisher: *EA*
Resident Evil inspired sci-fi adventure. A little slow moving but never less than engrossing.
Overall: 80

Title: *Oddworld: Abe's Oddysee*
Publisher: *GT Interactive*
Intriguing and totally engrossing fusion of puzzles and platforms – a visual triumph.
Overall: 89

Title: *Overboard*
Publisher: *Psynopsis*
Pirate-based saga, played out in very comic form – exploration, puzzles and battles. Good stuff.
Overall: 88

P
Title: *Pandemonium*
Publisher: *BMG*
Lovely graphics can't mask the fact that this is strictly a formula 2D platform romp.
Overall: 74

Title: *PaRappa The Rapper*
Publisher: *Sony*
Charming mixture of *Simon Says* type gameplay, bizarre cartoon visuals and rap music.
Overall: 80

Title: *Peak Performance*
Publisher: *JVC*
Very fast but graphically average, with stacks of courses and vehicles. What *Need For Speed* should have been.
Overall: 85

Title: *Perfect Weapon*
Publisher: *EA*
Mixture of exploration and beat-'em-up. Not wholly unsuccessful but nothing special.
Overall: 65

Title: *PGA Tour 97*
Publisher: *EA*
Limited golf sim. Press a single button – not fun.
Overall: 54

Title: *Player Manager*
Publisher: *Anco*
You can't play footie and you don't get to do much on the management side either. Great.
Overall: 49

Title: *Porsche Challenge*
Publisher: *Sony*
Lavish graphics are a little wasted on the shallow gameplay – a few more tracks and this would have been a classic.
Overall: 85

Title: *Pro Pinball*
Publisher: *Empire*
It's a pinball sim!
Overall: 50

Title: *Project OverKill*
Publisher: *Konami*
Dull isometric-viewed shooter with some puzzles thrown in. Poor.
Overall: 34

R
Title: *Psychic Force*
Publisher: *Acclaim*
Interesting concept which goes sadly unfulfilled in yet another 3D beat-'em-up.
Overall: 58

R
Title: *Rage Racer*
Publisher: *Namco*
The conclusion of the *Ridge Racer* trilogy is one of the most playable and impressive racers for the PSX – a classic.
Overall: 93

Title: *Rally Cross*
Publisher: *Sony*
Poor man's *V-Rally*, with poor graphics and a totally unnecessary arcade method of control.
Overall: 57

Title: *Rapid Racer*
Publisher: *Sony*
Extremely fast-paced water-based racer, with hi-res graphics and an Apollo 440 produced soundtrack.
Overall: 92

Title: *Rayman*
Publisher: *UbiSoft*
16-Bit platform adventure on a 32-Bit machine: not the best recipe for success.
Overall: 29

Title: *Ray Storm*
Publisher: *Sony*
Visually stunning shoot-'em-up severely let down by shallow gameplay.
Overall: 67

Title: *Ray Tracer*
Publisher: *Sony*
Extremely fast update of Taito's classic crash and chase epic, *Chase HQ*. Limited but great fun.
Overall: 83

Title: *Rebel Assault*
Publisher: *Virgin*
Appalling waste of a perfectly good licence, and an insult to the Star Wars name.
Overall: 30

Title: *ReLoaded*
Publisher: *Gremlin*
Sequel to *Loaded*, which misses the point by being almost exactly the same.
Overall: 68

Title: *Resident Evil*
Publisher: *Virgin*
Horrifying, gore soaked homage to horror movies. A true PSX classic, as yet unmatched in its genre.
Overall: 92

Title: *Rise 2*
Publisher: *Mirage*
Dreadful 2D beat-'em-up that shouldn't have made it past the play-testers.
Overall: 9 (nine)

Title: *Ridge Racer*
Publisher: *Namco*
Single handedly launched the PSX. A near perfect conversion of the Namco arcade racer – pure class.
Overall: 90

Title: Ridge Racer Revolution
Publisher: Namco
Faster semi-sequel to *Ridge*. New tracks and better graphics add up to another racing winner from Namco.
Overall: 91

Title: Riot
Publisher: Psygnosis
Futuristic sports sim combining basketball and football styles. Okay but no big deal.
Overall: 74

Title: Robotron X
Publisher: GTI
Update of what was allegedly Jesus' fave arcade machine. Limited but fun.
Overall: 70

Title: Road Rash
Publisher: EA
Terrible racing game with added motorcycle combat. Pretty poor.
Overall: 31

Title: Rosco McQueen
Publisher: Sony
Great graphics and sound can't hide the fact that the gameplay is dull and repetitive.
Overall: 68

Title: Star Gladiator
Publisher: Capcom
Great graphics, sluggish and limited gameplay; yet another standard 3D beat-'em-up.
Overall: 61

Title: Street Fighter Alpha
Publisher: Virgin
Unimpressive incarnation of the *SF* series. Nothing special or ground breaking.
Overall: 67

Title: Street Fighter Alpha 2
Publisher: Virgin
Far better than its predecessors. A welcome inclusion to the *SF* series – very good!
Overall: 88

Title: Street Fighter EX
Publisher: Virgin
The grand daddy of them all, Capcom's *Street Fighter* 2 makes the transition from 2D to 3D, unscathed.
Overall: 93

Title: Suikoden
Publisher: Konami
Engrossing and surprisingly original RPG.
Overall: 81

Title: Super Puzzle Fighter 2 Turbo
Publisher: Virgin
Addictive puzzle game that's good in one player, brilliant with a friend.
Overall: 90

Title: Swagman
Publisher: Eidos
Old fashioned RPG inspired adventure with some nice graphical touches.
Overall: 76

Title: Syndicate Wars
Publisher: EA
Excellent cyberpunk mix of strategy and blasting, atmospheric and addictive.
Overall: 89

Title: Sentient
Publisher: Psygnosis
Nice idea – a first person game based on exploration instead of combat – that's not entirely successful.
Overall: 81

Title: Sim City 2000
Publisher: Maxis
Complex but engrossing resource management game.
Overall: 63

Title: Skeleton Warrior
Publisher: Nightmare
Toss! Toss! Toss! Nothing but a 16-Bit platformer.
Overall: 10

Title: Soul Blade
Publisher: Namco
Lavish 3D weapon based combat, with stunning graphics and presentation. Let down slightly by poor combat mechanics.
Overall: 85

Title: Soviet Strike
Publisher: EA
Top chopper action in this 32-Bit continuation of the popular *Strike* series.
Overall: 81

Title: Space Hulk
Publisher: EA
3D blaster with added strategy. A little slow at times but very atmospheric.
Overall: 78

Title: Spider
Publisher: BMG
Semi-3D platformer featuring a bio-engineered spider. Good old fashioned fun.
Overall: 82

Title: Spot Goes To Hollywood
Publisher: Virgin
Poor isometric platformer featuring a soft drink logo, of all things – why?
Overall: 41

Title: Trash It
Publisher: GT Interactive
Very poor mixture of puzzles and platforms that's amazingly unenjoyable.
Overall: 28

Title: Tunnel B1
Publisher: Ocean
Great graphics and lighting effects can't mask the lack of variety in the gameplay.
Overall: 70

Title: Twisted Metal
Publisher: Sony
Not a bad attempt to reproduce a *Mad Max*-esque mixture of driving and blowing stuff up.
Overall: 69

Title: Twisted Metal 2
Publisher: Sony
Enjoyable sequel to the average original, with more variety and level interaction winning more points.
Overall: 80

Title: Total Drivin'
Publisher: Ocean
Semi sequel to *V-Rally*, which both matches its predecessor's visuals and gameplay and excels it with overall variety.
Overall: 90

Title: V Tennis
Publisher: Acclaim
Awful tennis sim that forgets that tennis is boring.
Overall: 20

Title: V-Rally
Publisher: Ocean
At last, the PlayStation's answer to *Sega Rally* but with better graphics, more tracks. Top gear indeed!
Overall: 90

Title: Vandal Hearts
Publisher: Konami
Pleasing mix of RPG and hex based combat, with the added bonus of great graphics.
Overall: 82

Title: Virtual Pool
Publisher: Interplay
It's pool, alright.
Overall: 68

Title: War Gods
Publisher: GT Interactive
Limited transition of *MK* style combat into the third dimension that's not without promise.
Overall: 68

Title: Warcraft 2
Publisher: EA
Command and Conquer style real time combat with a twist of fantasy role playing.
Overall: 85

Title: Warhawk
Publisher: Sony
Arcade styled chopper-based shoot-'em-up.
Overall: 70

Title: Wing Commander 3
Publisher: EA
Interactive movie, featuring very poor flight sim gameplay. Tuf, tuf.
Overall: 50

Title: Wing Commander 4
Publisher: EA
Better, but still a case of FMV looking for a game.
Overall: 68

Title: Wipeout
Publisher: Psygnosis
Futuristic racer, impressive throughout, particularly its soundtrack.
Overall: 87

Title: Wipeout 2097
Publisher: Psygnosis
Update of *Wipeout*, featuring all new tracks, enhanced visuals and an equally impressive soundtrack.
Overall: 94

Title: Worms
Publisher: Ocean
Strategy game with a sense of humour, and unlikely characters. Simple but addictive gameplay is poor in single player, but excellent with friends.
Overall: 82

Title: Wing Over
Publisher: JVC
Arcade thrills in a flight sim package, one of the best examples of this growing genre.
Overall: 90

Title: Xevious 3D/G+
Publisher: Sony
3D re-invention of the classic blaster that's not to all tastes due to somewhat limited gameplay.
Overall: 68

Title: Zero Divide
Publisher: Ocean
Dire 3D fighter, featuring nice robots, techno visuals and very little else.
Overall: 33



Next Month

Next Month

Crash Bandicoot 2

Crash crashes in for review

Free!
Official 1998
PlayStation
Wall planner

EXCLUSIVE!

Brahma Force

First UK review of JVC's Mech-inspired blaster

Reviewed

Red Alert

Toca

Shadow Master

Castlevania: Symphony of the Night

Resident Evil Director's Cut

Grand Theft Auto

Cool Boarders 2

And many more...

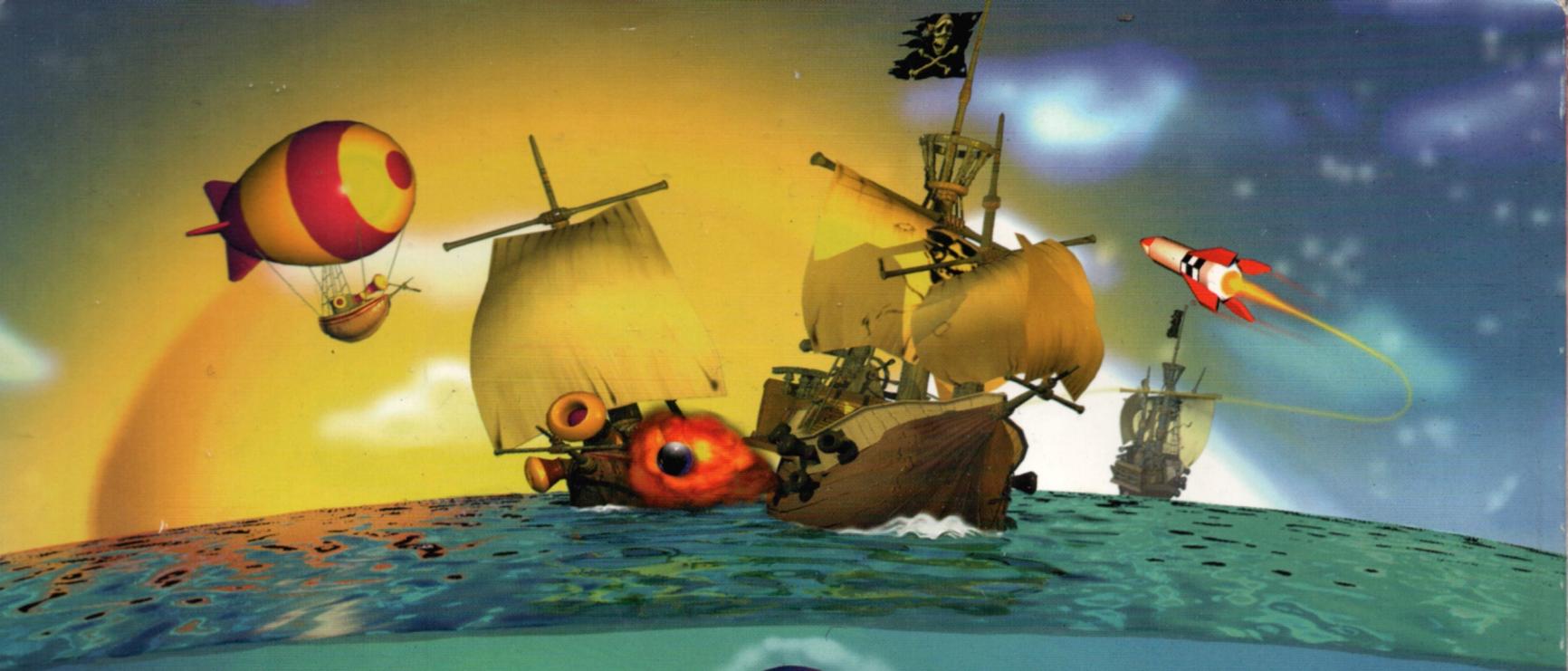
Plus!

Powerboat

Road Rash 3

Reboot

Theme Hospital



Total PlayStation

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grab a copy"

PlayStation Power

"Highly recommended"

Just when You Thought It Was
Safe To Go Back On The Water

Overboard!

The Multi-Player Game that's full of Maritime Mayhem

FREE DEMO OFFER

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PC spec: P133 with Windows '95 and 3D accelerator card.

Download the demo from www.overboard.co.uk.



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